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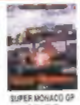
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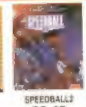
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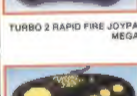
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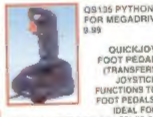
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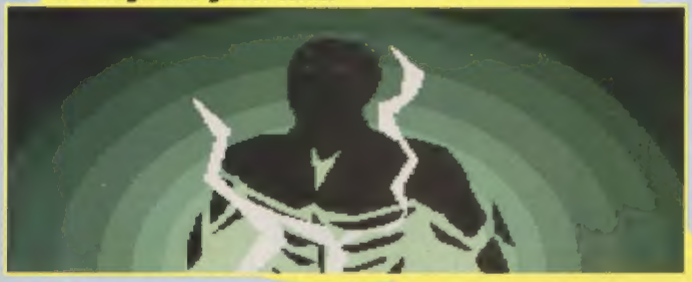
FLASHBACK

COVER STORY 16
Check out the greatest Megadrive arcade adventure since Ecco the Dolphin! Flashback is the name and it boasts the most amazing animation yet seen in a Megadrive game. Corks!

▲ Have some of that! The smart Cyborg Justice reviewed this ish.



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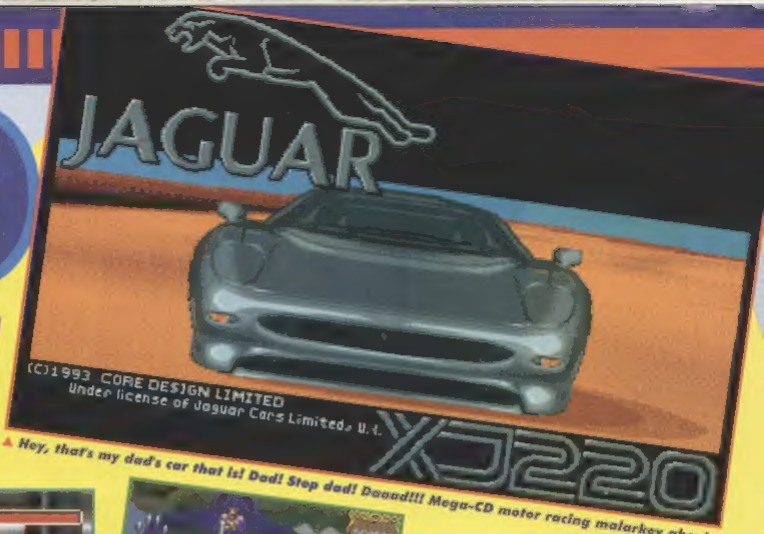
TS

▲ Pukka, E 17 in the haaaaas, booyyyeee.



▲ Hey, that's my dad's car that is! Dad! Step dad! Daaad!!! Mega-CD motor racing malarkey ahoy!

▲ Mega-CD Final Fight at last!!!

▲ A pulsating purple monster yesterday.

▲ My haven't you grown. When I first knew you, you were only this high!

▲ Sewer Shark, wrong way dog breath

MASTER SYSTEM REVIEWS

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WHODUNNIT

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PAUL "PAUL" DAVIES, ANGUS "GUS" SWAN
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FRASER "FRASER" GRAY, DAVE "SKINHEAD" KELSALL, TOM "CACK MAC" COX
SALES EXEC
MARIE "MARIE" LAWLOR
PRODUCTION ASSISTANT
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SPECIAL THANKS TO: Mr Gary Harrod for taking time out from his oh-so-hectic schedule (of playing F1 Exhaust Heat II on the Super NES) to put together our Flashback map.

OFFICE PHRASEOLOGY II
"FASCINATING"
Used in conjunction with the appropriate facial expression. "fascinating" suddenly seems to mean the opposite of its dictionary definition. Derives from the sampled tones of Mr Spock on our Macintosh Star Trek screen savers.

EDITORIAL OFFICES: Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.
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FAX: 071 972 6703
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EDITO

BEST MEAN MACHINES EVER?

Wotchal Welcome to the latest and possibly greatest MEAN MACHINES ever — 116 pages of pure excellence, brought to you for only £1.95! We've worked our nether regions off in producing one of the most skillful mags in the history of MEAN MACHINES... and if you don't believe us, why not check out our impressive roster of games?

You'll find all manner of stunning stuff including Flashback (hurrah!), Jaguar XJ220, Tiny Toons Adventures, Cyborg Justice, Night Trap... the list goes on forever (well, maybe not, but it's pretty darned long, that's for sure). Adding to the excitement are some of the best games we've ever previewed — two pages each on ace games like Jungle Strike, X-Men and Cool Spot. As you can tell, we've brought you the fabbiest exclusives — and this is going to continue! Next month, we've got one of the hottest games of the summer lined up for exclusive review! And if all goes well, the month after that should see an issue of MEAN MACHINES that you will change your life (well, maybe).

I'm running out of space here, but stay with us — next month we've lined up an enormous Sega-sponsored giveaway — it's going to be mega and it's going to be FREE! See you next month...

RICH LEADBETTER

VROOM, BOOM AND DOOM

So, you've just bought a fab (er...), new (um...) Mazda and you're carefully driving home. What happens next? Well if your name's Matthew Medland and you live in Witham, Essex, the chances are you're going to speed along a country road, spin off at high speed and finally collide side-on with a telegraph pole! The results... well, check out the pics and witness the carnage! But was Mr Medland injured in this horrific accident? "Well, not really," claims the graduate of the Frank Spencer School of Driving, "I just got a slither of glass up my nose which I only discovered when I blew my nose the next morning". Fascinating. But can you do better? If so, send it into ARGHHH! NO! BANG! MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

▲ *Yeinks! Where's the back of the car gone?*

▲ *Oh there it is, warped at almost 70 degrees!*

▲ *What's that bucket doing on the passenger seat?*

▲ *Ah, it's actually the passenger door! Aieeee!*

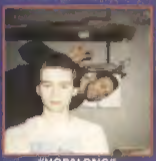
RIAL

"CONCRETE OVERCOAT"

JULIAN "CONCRETE OVERCOAT" BIGNALL

"I remember when I was playing rugby at one time when a large member of the opposing team leapt upon my leg, dislocating my kneecap," winces Jaz at the memory. "I was out of commission for weeks, and was overjoyed to get back on the field again. That is, until someone else managed to jump on my other leg, ripping all the ligaments from the other kneecap." Of course, the fact Jaz played against *Mafia Town* in both matches has no connection with this kneecapping activity whatsoever.

CURRENT FAVE GAMES: SEWER SHARK, PGA II


"HOPALONG"

RICHARD "HOPALONG" LEADBETTER

"I remember I was leaving the pub once," says Rich, immediately giving away the cause of his mishap. "It was one of those crumbly old places with eroded stone stairs outside. Anyway, I missed my footing, something to do with the poor lighting, and not at all due to me having consumed a bit too much fizzy Tizer. Next thing I knew I was lying on the floor having twisted my ankle right round. I took my shoe off as if started to swell, only to watch my foot turn an impressive shade of black." calls our Ed from his new Stannah stairlift.

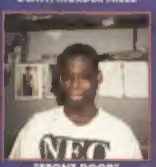
CURRENT FAVE GAMES: CYBORG JUSTICE, FLASHBACK, TINY TOONS ADVENTURES

"DEATH MURDER AIEEE"

LUCY "DEATH MURDER AIEEE" HICKMAN

"I recall my brand new fountain pen," begins Lucy obliquely. "I was very proud of it, although the top was always a bit loose. Anyway, on the way home from school one day, with new pen very much in bag, I was knocked by a speeding chap on a bicycle. My back slapped into my legs, and I was stabbed by my new pen. I looked around a couple of minutes later because I felt my leg was all wet, and lo and behold, I'd gone and severed an artery, and I was dying. Luckily I was whizzed to hospital before I capped it, and we all saw the funny side of the fountain of blood that spewed from my limb!" Well perhaps you had to be there, Lucy.

CURRENT FAVE GAMES: TWINKLE TALE, STREETS OF RAGE II


"FRONT DOOR"

OZ "LEAVE YOUR FRONT DOOR OPEN" BROWNE

"Eeh, we never had hideous bodily injuries in my day," croaked our wizened art editor when quizzed. "But mind you, I am off to hospital in a couple of weeks to have me varicose veins done. I tell you what, you young people, you've got no respect. In my day..." Oz unfortunately got a bit over-excited at this point, and a kindly nurse had to escort him off for his injection and a change of trousers.

CURRENT FAVE GAMES: STREETS OF RAGE II

"STALE FISH"

ANDY "STALE FISH" McVITTIE

"Yo, I was out shreddin' with my homies on the rad half-pipe, my maaan," commences Andy in a newly-acquired mid-Atlantic accent. "Well, like, I was going for an ollie with McTwist and fingertip revert in my brand new pair of Cons when my foot came off my deck and made contact with the ramp. But the brand new treads on my All-Stars immediately stuck and my downward momentum resulted in my toes hitting my shin as my ankle was completely snapped, and like, that's why I can't skate anymore, beyyyyeee. It's not at all because I got a kickturn all wrong. Oh no." Yes Andy, and I'm sure we all believe you too.

CURRENT FAVE GAMES: TINY TOONS, TWINKLE TALE, MICRO MACHINES, RAINBOW ISLANDS (MS)

"WESTWOOD"

ANGUS "WESTWOOD" SWAN

"Hoots!" exclaimed Angus rather uncharacteristically when queried about his "war wounds". "The worst one I can remember is when the town centre at home had just been resurfaced with those red brick chips. Sadly, in my excited rush to be one of the first to walk on them I tripped flat on my face. When I finally got up I found I had three of them embedded into my forehead." The stones remained there for a couple of weeks because Gus was too enamoured with his "Vivian out of the Young Ones" look and wouldn't go to hospital.

CURRENT FAVE GAMES: SEWER SHARK, NIGHT TRAP, GALAXIAN III - COIN OP, ECCO

"MY LEFT FOOT"

RADION "MY LEFT FOOT" AUTOMATIC

This Senior Staffy is always putting his foot in it, especially when it comes to discussions with important software reps! However this trait brought about a truly unfortunate turn of events once, while the lad was preparing for school. Whilst rushing around the dozy kipper smashed his left foot on his brother's bed. "Having broken all my poor toes I was rushed off to hospital where where the doctor proceeded to tickle my feet, just to see whether I was really hurt or not," quoth Rad. "Anyway, a week passed and I was ready to go back to school, but that morning I managed to smash my right foot against the washing machine, and break the remainder of my toes. Needless to say, much immobilisation was the order of the next three weeks."

CURRENT FAVE GAMES: TINY TOONS, TWINKLE TALE

"STITCHED UP"

PAUL "STITCHED UP" DAVIES

"I always wanted stitches," sighs Paul, gazing wistfully into the distance. "And one day I chanced upon an ideal stitches opportunity. I was cutting a cardboard facsimile of an Olde Worlde cut out of the back of a Weetabix box. I rammed the scissors zestfully through the box, forgetting that my fingers were on the other side. One finger was really badly cut, but instead of sending me to hospital for my stitches, my mum just made me sit there holding my arm above my head for hours, holding the cut closed with a towel. Maybe one day..." trails Paul, fidgeting with his dirk.

CURRENT FAVE GAMES: SEWER SHARK, FATAL FURY, CYBORG JUSTICE AND TINY TOONS.

"STUPID"

DAVE "STUPID" KELSALL

"I remember once years ago," kicks off Dave guiltily. "A friend and myself were playing with lighter fluid, observing how you could pour it on your hands or jeans and burn it without incident, so I thought I'd try it on my brand new towelling socks. Sadly, the lighter fluid soaked right through, and my lower leg became an instant fireball. By the time I'd undone my laces there was precious little of my sock left. Luckily, my friend had rushed off to get some water. In her hands. The resulting trickle, which missed my foot and landed on the carpet, did nothing at all to save me from a rather severely burnt leg, but I don't hold it against her." finished Dave, contemplating his collection of shrunken heads. Schkloop!

CURRENT FAVE GAMES: FLASHBACK, TINY TOONS

"SKIN GRIFTS"

TOM "SKIN GRIFTS" COX

"Probably my most horrible injury," muses our mop-topped designer "was when my mate had just got his Grifter. I was still stuck with my old racer, but I was sure it would compare favourably to my pal's trendy new all-terrain bike, so I offered him a race down a big bumpy hill near our home. Of course, his head-of-its-time bike of the century rode out the pitfalls with ease, whereas my front wheel snagged in the first suggestion of a pothole, sending me bouncing down the hill with something of a broken collarbone. Mind you, it didn't leave any permanent damage." What a pity his face didn't escape so lightly. Schkrenk!

CURRENT FAVE GAMES: BATTLE SQUADRON

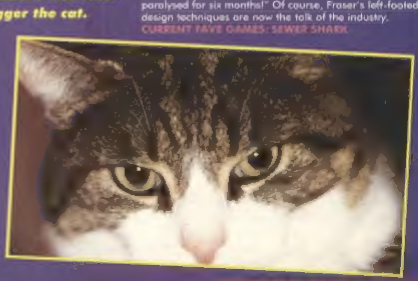
"ABSOLUTELY SICKENING"

FRASER "ABSOLUTELY SICKENING" GRAY

Fraser is surely the winner of the Sickest Injury in MEAN MACHINES AWARD, and his rather horrific tale runs like so. "As a boy I always had a fascination with playing in building sites, and I remember one time when I'd combined this with my passion for tree climbing. Anyway, tea-time came and so I jumped out of my tree (not for the last time, obviously), straight on to the biggest rusty nail ever. Both my feet were impaled on it, and the nail was cleaving straight through the bone. So off I was rushed to hospital, where I was given a tetanus jab. Unfortunately, I suffered an allergic reaction to the drug, and I was completely paralysed for six months!" Of course, Fraser's left-footed design techniques are now the talk of the industry.

CURRENT FAVE GAMES: SEWER SHARK

▼ Dave's true love: Tigger the cat.



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NEWS

EXCLUSIVE

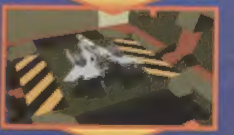
VIRTUAL CD

Let your lower jaws drop in stunned amazement as you cast your eyes over the exclusive pictures on this page and take in the amazing new Mega-CD experience from Sega — Silpheed VR.

As you can see from the shots, this little gem is shaping up very nicely — and so it should be since Sega claims it's going to revolutionise shoot 'em ups as we know them.

Due out officially in September, the game involves you guiding your space ship through a horde of ultra-tough enemies and features some amazing 3D vector graphics giving the whole game a sort of virtual reality feel.

Produced by the hot developing team, Game Arts — who boast years of refining their polygon graphics, Silpheed, from what we've seen so far, is going to be an absolute stunner. Naturally we'll bring you a full update the very second we get it.



A GOOD KICKIN'

Not content with selling more Bits than Madonna, Sega will soon be packing them in at Wembley with a new sponsorship deal of FA Cup on B Sky B — including coverage of England's qualifying rounds for the 1994 World Cup.

Arsenal defender, Lee Dixon is pictured here showing off the swanky gear between his legs — mega!

FLOB A LOB A BOB

The course of true love never runs smoothly and there's probably nothing worse than when some hot babe is sitting at home gagging for you and you can't get there in time for the date because your car breaks down or something.

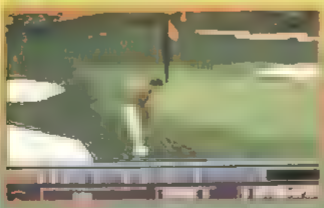
For Bob Electronic Arts' new android Megadrive hero the problem's much worse. This cool guy couldn't settle for the girl next door type. Oh no. He had to go for some luscious type on the other side of the galaxy!

In his haste to engage in a bit of tons I tennis Bob shoots recklessly through the skies in his dad's motor and hurtles head long into a giant asteroid over the Planet Goth which totals his transport and forces him to crash and in a pile of rubbie on the surface of the unchartered planet.

To reach his girlfriend in time for a decent snog Bob bamboozles his way through a stack of platforms and puzzles and fends off the Serious Crime Squad (it hasn't yet been disbanded on Goth and to these guys crash and ding carries a heavy sentence — usually death without trial).

The aliens send out scouts to find out how determined our android really is — you (as Bob) can waste them if you wish but your punishment at the hands of the bosses is likely to be much harsher if you do, but if you just send 'em packing with a sound scarring you might just come through alive. Fortunately, Bob's brought his tool kit which includes six types of ammunition and six different gadgets including a trampoline to help him get through the 28 levels of alien on mosity and still make his date. More news on our meta- friend when we get it.

JACKING IT IN

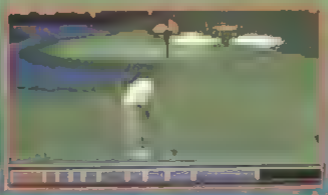


Putting its way onto the Megadrive soon comes Jack Nicklous Power Challenge Golf from Accolade which strangely enough appears to be a golfing sim.

Using fully-digitised golfers tackle two of Jack's toughest course designs — the water intensive English Turn Golf Club (New Orleans) and rugged Sherwood Country Club (Thousand Oaks, CA) with a bucketful of shots at your finger tips.

Play alone with three mates or against the computer compete in Stroke Skins or Tournament play or if your golfing skills are a bit sad put in some practice on the driving range and putting green.

Transform the computer players into pros and use the on screen tape measure to read the exact distance between the balls and the hole. The game also adjusts ball trajectories to account for club selection. Tune in soon for further details.



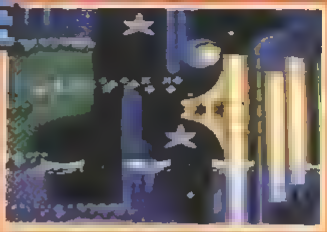
NEWS

MEAN MACHINES IS TOPS BAR NONE

You may or may not have heard of the Barcode Battler, the Japanese craze about to sweep Britain but if you own one buy a pile of Mean Machines' because according to Sky's Games World show, this esteemed organ scored the most points out of a range of other products. The battler electronically reads barcodes and notches up a varied number of attack, defence and life force power points (depending on the product) which enables players to battle it out using a further selection of 'weapon' cards. And when different barcodes were tested out for the highest scorer on Games World MEAN MACHINES SEGA, with a stonking 45,000 action points, stomped all the competition (including other inferior mags, a box of cornflakes and a stack of sweetie bars, to name but a few). Oh and since we're on a 'blowing our own trumpet trip' we might as well mention this year's sales. In the last six months, our sales have soared to a whopping 133,929 making MEAN MACHINES SEGA is the best selling games mag EVER! So when we say MEAN MACHINES is tops we're talking in more ways than one so don't you forget it!

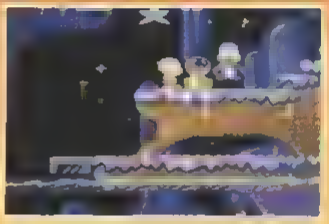
EXCLUSIVE

BARNIE AND CLYDE



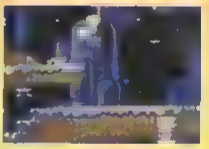
Every kid at some time or other imagines that there's a monster lurking in their wardrobe however young Barnie really does have a monster hiding in his. Fortunately this monster is of the friendly variety an alien called Clyde whose planet Gruel is sinking fast and is in need of help.

The wicked Kat O 9 Tails has taken over Clyde's world forced a whole not on of little Clydes into the Porridge mines and is flooding the whole planet. Barnie is the beleaguered planet's last chance so diving headlong into one of Barnie's dirty socks the only option way to travel to Gruel the dynamic pair go forth.



Created by stonking development team Pat Fox and Scott Williams who spawned Krusty's Fun House Barnie and Clyde's a Megadrive platformer with a difference. You play Barnie but Clyde's always at your side and is used in a variety of ways such as giving you piggy backs and leg ups kicking him round the screen to help you reach higher positions or using him to mark your position.

Wander round the 30 levels kill baddies solve puzzles feed Clyde with bubble gum to make him fly or run faster collect gems to free baby Clydes and that's just the platform bits. At the end of each level you go onto a lengthy and extremely tough shoot 'em up section culminating in a battle against the evil pussy.



From our exclusive peek at the game this month Barnie and Clyde's looking mega but we'll bring you a full run down in a future issue of MEAN MACHINES SEGA.

VIRGIN POP MANIA

Games have joined forces with pop [illegible] for a joint release of Mega Lo-Mania record the other on cart.

Megadrive version which scored a massive [illegible] very organ is being released in April as is Mega-lo-Mania dance compilation album which will be preceded by a single of the same name by Dubberry featuring Elaine Vassella and remixed by dance music guru Joey Negro.

Codes to act as cheats for the record's tracks and the sleeve. There will also be cheats to the game on the album with the first person to spot them all winning a fab holiday in America. Can't say fairer than that, guv'nor.

FISH MASTER GENERAL

Something smells fishy as cod wotta whopper! When it's all in plaice this is really going to be a biggie, we can't skate over the facts it could have been programmed by Salmon Rushdie. Okay, that's enough of the sad puns now onto the news. Robocod is coming out on the Master System, courtesy of US Gold.

Just in case you've been living in a cupboard for the last century, here's a quick run down of the plot. The evil Dr Maybe's has swiped all the Christmas pressies from Santa's grotto so the F.I.S.H secret service has kitted the fearless Robocod out with a special unit allowing him to go out of the water hot on the trail of the unscrupulous doctor.

But this platform action over stacks of levels isn't such a doddle because Dr Maybe has transformed some of the toys into mutant monsters so it's up to you to use your wits against killer teddies, rescue the pressies and waste the foul inventor. Tune into a future issue of MEAN MACHINES SEGA for further updates.

gus says...

"vinny beat the c!*? out of me... but he didn't get my fizzin' super kick off!!"

"Yo!...Gus...here! Attention all gamers, the waiting is over - the most HAPPENING soccer game ever... is now out - Super Kick Off! Play head to head and whup all-comers...or take on any team in Europe and join the draw for cup competitions galore. You can foul, get sent off, powerblast penalties home - in fact, do just about anything you can do on a soccer pitch - apart from spit or kiss the striker! The speed is mesmerizing... use REAL ball control, spray pin-point passes around, dribble past defenders then... BAM...! let go a screaming swerve shot into the top corner."

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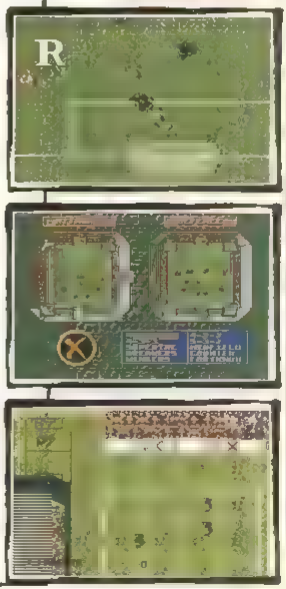

SKO RULES OK

to be this good takes ... AGES

NEWS

ONLY YOU CAN SAVE MANKIND

Terry Pratchett, author of the hilarious Discworld novels has turned to a subject closer to our hearts: video games! His greatest masterpiece, Only You Can Save Mankind, tells of a young gamer who discovers the aliens in his new game have all surrendered. He had enough of fighting, due to humans not playing fair, and just want to give up and go home. Of course, being absolutely unheard of, he puts his amazing skills of character observation to use once more and the result is [illegible] focusing around the [illegible] and his [illegible] friends [illegible] book shop.

CARTOON CAPERS

"I tawt I taw a putty cat a-cweeping up on the Master System..." and funnily enough it's true — Tecmagik's shiny new Master System licence is the cartoon classic, Sylvester and Tweetie in Cagey Capers.

The very fine screenshots you see on this page are the first ever seen by man or beast and reveal an extremely early version of the game which Tecmagik reckon is going to be a smart platform jaunt — more gen on this as soon as we get it.

NIGHTLY FIX

For you video game junkies who find your weekly dose of Gamesmaster not enough of a fix, relief is on the way in the form of the new nightly Sky One programme — Games World. Every week day has a different format such as a tips night, a review night and the biggie is Fight Night: Beat the Elite which stars our very own resident 'Ted' Automatic as one of the Videotors who gamers have to beat in a huge challenge session.

The prelims for the grand finale are held on Mondays in a contest called The Eliminator when five gamers battle it out to the death to produce champ who then goes on to face Rod or the Ninja, the Battling Granny, Lovely Lottie Edwards, the Big Boy Barry or, if you're really unlucky, the minister Executioner (pictured)!

CATHING IN

Ey oop! Why's that singing-type, Cathy Dennis (left) cavorting in the bath with a creature of far superior intelligence? Oh, of course she's looking for a plug!

COURT CASE DROPPED

In a dramatic U-turn this month, Sega dropped their legal action against Codemasters over their Megadrive compatible carts and astonishingly offered them a lucrative licensing game instead.

The two companies were on the verge of fighting a bitter court battle following Sega's claim that Codies was breaching copyright. But the two settled their differences out of court leaving Codemasters to at last launch their first stonking Megadrive title — Mega Machines which scored a whopping 93% in this very mag. Well there's a [illegible] for the books eh?

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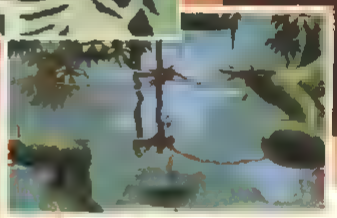


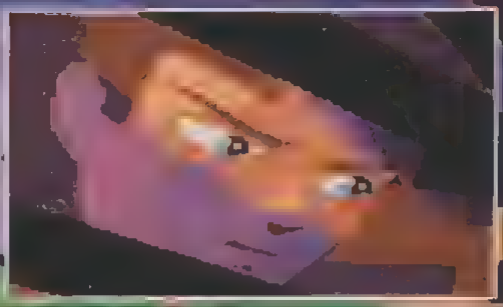
Madam! Wait please. You must tell me where you bought that delightful pink outfit!

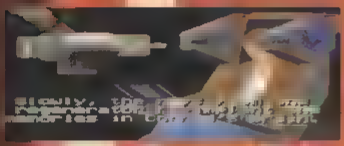
STAGE ONE: THE JUNGLE

Conrad regains consciousness in the jungles of Titan a hazardous terrain full of blaster wielding mad aliens! Adding to the carnage are a number of search droids, despatched by the aliens to destroy Conrad! Only by making full use of the sparse technology is Conrad able to survive. One massive jump down a chasm finds Conrad in the Titan underground city!

JUNGLE FACT: The jungle is the place to learn exactly what the limits are to Conrad's superb physical skills. Use the many platforms to learn how to jump properly and use those aliens and probes for target practice!

REVIEW





COMMENT

RICH

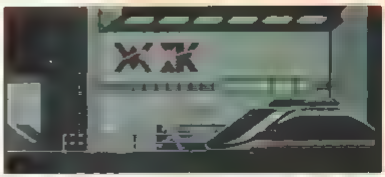
I was privileged to have access to an early version of Flashback some months ago — and I'm still playing it even now — it's that good! You'll be amazed at the graphics in the game. As you can see from the screenshots, they're completely different from every other Megadrive game available, such is their unique style. But what the screenshots can't show you at all is the sheer excellence of the animation. It's totally incredible! Conrad himself is a masterpiece of animation — the scope of his abilities is stunning. The game's no pushover either — EASY mode is quite taxing, but possible with persistence. NORMAL mode is a lot different, with many more enemies to tackle — making it even more action packed! Flashback is one of the best Megadrive games I've played in ages — for an arcade adventure second to none, get this.

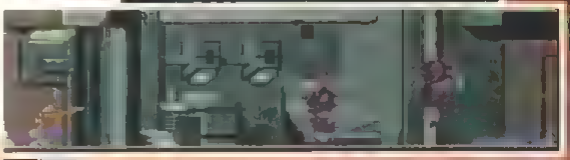
STAGE TWO:

THE UNDERGROUND CITY

His memory wiped, Conrad is almost completely lost until he stumbles on the underground lab of his friend Ian, who manages to restore his memory. Aware of the urgent situation on Earth, Conrad decides to head home. However, first of all he needs forged papers. Unfortunately, this requires a lot of cash — 1500 credits to be precise. The only way for Conrad to get the cash is to take jobs, first as a courier, then as a mercenary, facing incredible risks in order to get his hands on the papers!

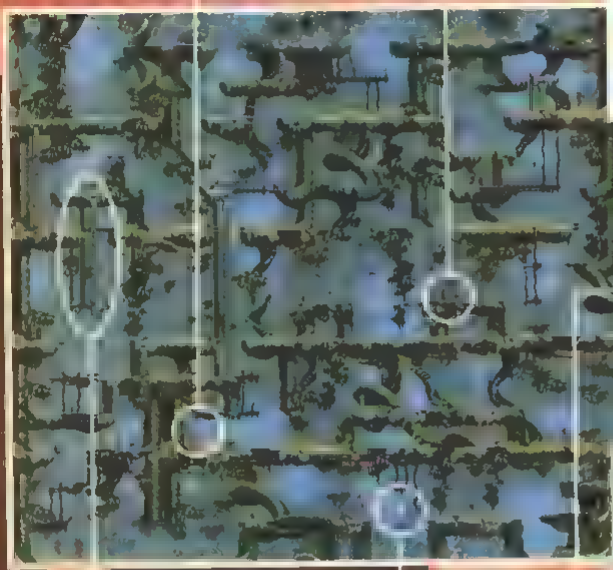
CITY FACT: The Titan City is a massive stage, brimming over with lethal assailants and corrupt cops after blood. To link the many stages, there's even a tube train and four stations.





REVIEW

FLASHBACK LEVEL PREVIEW: THE JUNGLE



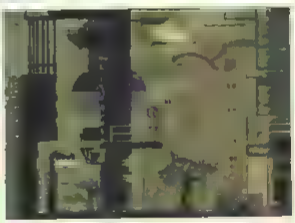
This jungle level is infested with these purple-clad guards. Just one shot from your pistol is enough to destroy one of these evil xenomorphs.

To cross the chasm to the left, Conrad's got to find the appropriate cartridge key. However, even then, he's got to find a way to recharge the cart...

These lifts give Conrad higher access to the level. Lift sensors allow Conrad to summon the lift to his current level.

The end of level puzzle! Be sure to buy an Anti-G belt before jumping down this chasm into level two of the game!

Every time Conrad's hit, he loses shield energy. Use one of these machines to recharge it.



▲ *Oil Stop shooting that poor tree!*

STAGE THREE: DEATH TOWER

Papers in possession, Conrad learns that the only way to actually get a ticket to Earth is to participate in Death Tower — a Running Man-style TV show, where the contestants are killed hideously if they fall foul of attack probes, Death Tower employees or even land mines! It's Conrad's job to work his way up to the top of the eight storey tower where his prize (a flight to Earth) awaits.

DEATH TOWER FACT: Death Tower is a circular building, meaning that if Conrad travels in one direction, he eventually ends up back where he began! Travelling the entire level dodging the hazards and operating switches is the key to progression.

STAGE FOUR: EARTH

Conrad arrives back on Earth, only to discover that his rather public appearance on Death Tower has alerted the aliens to his presence! Not surprisingly, they've sent a welcoming committee for our hero. Blasting a path through the xenomorphs, Conrad hires a taxi, deciding to gatecrash the alien's private party at their HQ. However, whilst overhearing the enemy's evil plan, Conrad is captured and thrown into jail!

EARTH FACT This level is a blast frenzy, with aliens and probes aplenty — all awaiting destruction! It's Conrad's task just to wade through the meanies until he reaches the enemy base where a tad more thought is required.

STAGE FIVE: THE ALIEN BASE

Locked up in the aliens' base, Conrad decides that a jail break is in order. Just as one of the xenomorphs arrives to cart him off for interrogation, Conrad cheekily scarpers, half-inching a firearm. However, standing between our hero and the next level are some of the most fiendish disintegrator puzzles the game has to offer. One false move and he's atomised!

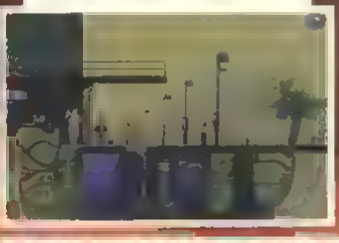
ALIEN BASE FACT This level gives Conrad one of his more useful pieces of equipment — a matter transporter! Just throw the receiver wherever you want and activate the transmitter and you're instantly transported to the location of the receiver. This is highly useful for negotiating massive chasms or dropping down large distances.

▲ *Ooh me chaifents! Pass us the Germoloids pail!*

STAGE SIX: THE ALIEN CRUISER

Conrad's made it to the heart of the alien operation — his task: to destroy the massive power generator that the evil ones have created. The question is, how?

CRUISER FACT This level gives us our first glance of the aliens in their true form. They're shape-shifting beings similar to the T1000 from Terminator II. What's more, in their blob-like form, they're able to stick to walls and ceilings — making Conrad's life very tough indeed. Fortunately, they can only attack Conrad by morphing into humanoid form, giving the hero time to attack.



ANIMATION EXTRAVAGANZA

As anyone who's seen Another World can testify, Delphine are the masters of animation. They've extended this expertise into Flashback. Each of the main characters is superbly animated, lending an incredibly life-like atmosphere to the proceedings. The effect is stunning — making even Another World look dated in comparison.

▲ *Inna jungle, Inna, Inna, jungle*

COMMENT

JAZ

Taking the Prince of Persia genre a huge leap forward, Flashback is a truly stunning game. The graphics are the first thing that hit you. The opening sequences are absolutely marvellous, with fully-animated cinematic scenes which wouldn't look out of place on a Mega-CD game. The in-game graphics are also fabulous. The sprite animation is smooth, fluid and ultra-realistic and the backgrounds are outstanding and evoke a wonderful atmosphere. This would all fall as flat as a pancake if the playability was poor, but fortunately the programmers have lavished as much attention on this aspect of the game as they have on the visuals. Drawing you slowly into the action with a fairly straightforward first stage in which you learn all the different moves and capabilities of the main character, the game quickly moves into top gear with another five massive, tough levels which tax both your brain and reflexes. But while Flashback is a totally brilliant game, I can't recommend it to absolutely everybody. It's a game that requires a lot of play and a lot of thought and I think that pure arcade action fans might find it a bit too slow and not exciting enough justify the sheer amount of attention required to finish the game — rather like Ecco the Dolphin, really. If you're up for the challenge, though, and like unusual, original, detailed in-depth adventure games which requires the use of your brain as well as your joystick, this is a must.

REVIEW

COMMENT

Groinks! I thought Another World was about as good as Megadrive graphics got, but how mistaken I was. Flashback has more impressive cinematic sequences than Another World ever had, plus there's a much more in-depth game to back it up. The first level is a bit simple, but it's really just control orientation. Once you've passed that you know how to perform just about every move you'll be called on to make. Mind you, that said there are absolutely heaps of things Conrad can do, and it's not just limited to jumping around and shooting things. You have to exercise your brain as much as your thumbs to get the better of Flashback. Each of the levels follows a different theme, and the plot progresses at such a rate and with such fervour that there's a huge desire to see the next level, or even just the next scene. Flashback may not appeal quite so much to everyone, it's not as frenetic as something like, say, Sonic 2. However, anyone who likes a bit of story to their death and even, gasp, a bit of role-playing will see this as an all-time Megadrive classic. Either way Flashback warrants more purchasing than you can shake a stick at

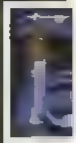
RAD

Conrad makes a quick getaway on his air-cycle!

THANKS TO...
A special thanks goes out to US Gold's lovely Danielle Woodyatt for all her help in putting this review together.

ACTION MAN

Conrad Hart is the most well animated athletically proficient character in the history of video games! His repertoire of athletic abilities is almost endless. As well as walking and running, Conrad's able to perform a range of different leaps, as well as climbing platforms with ease. With his gun drawn, Conrad is always ready for action — sneaking along, blasting and rolling his way out of tor into trouble. Mastering the full range of Conrad's skills is essential in beating some the game's more fiendish puzzles

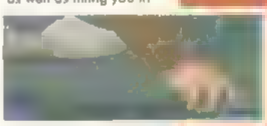


CONRAD'S TOOLS

Although Conrad is free to pick up any items he pleases during the game, there is some basic kit he always keeps about his person

GUN: Essential for blasting any aliens who dare cross his path, the gun becomes less effective the longer you play, with later aliens requiring a lot more hits

HOLOCUBE: This isn't really useful at all once you've watched the message. Its only purpose is to open a door on level one as well as filling you in on a few basic details at the beginning of the game

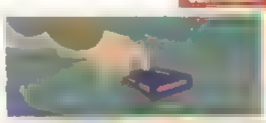


STONES: Chucking one of these past an alien is usually enough to distract it, allowing you to gain the advantage of surprise!

KEYS: These see-through keys are just the ticket for opening doors and progressing further into a level

CREDITS: Any cash you collect during your travels is added to your cash-card

CARTRIDGES: Some doors, as well as other devices, are activated by charged cartridges. You won't see much of these past level two



PRESENTATION 92

There are loads of unobtrusive options interspersed throughout the game. Also, there are loads of options to tweak and password options.

GRAPHICS 95

All the animations on Conrad and the other inhabitants of Flashback is simply amazing. The backdrops score top marks too for their unique style and originality.

SOUND 87

Add amazing range of sound effects help liven up the aural side of things. Some suitably dramatic music adds to the all-round dramatic moments of the game.

PLAYABILITY 93

Flashback is simply brilliant to play. Once you've got the hang of controlling Conrad, you'll have a ball trying to solve the game's numerous puzzles.

LASTABILITY 93

The 3MB level will be problem with to prevent a lengthy and varied playing, but the numerous 1MB levels are convincingly large, providing more enemies to blast!

OVERALL 93

Flashback is a game which has impressed, bored, frustrated and finally delighted us in equal measure. It's the best arcade adventure since Ecco the Dolphin.

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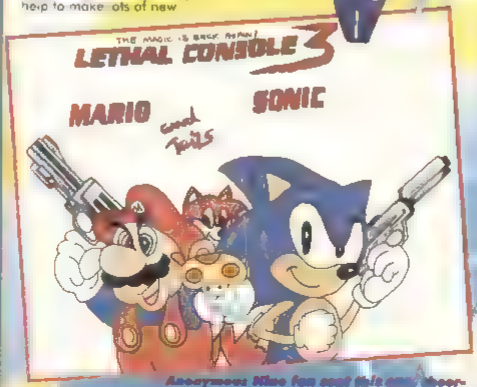
MEAN YOB

IT'S ALL IN A NAME

Dear YOB
I have some games for you to make for the Megadrive. There names are called

The Magic Brothers
The Prince who had to save the Princess
Thunder Balls
Alien Planet
Gun
Fight for your life
Mickey Mouse and the Knights of the Round Table
The King Evil
Criminal Life

We would be pleased if you would send us lots of posters of the Megadrive. We also want your help to make lots of new games
Anthony Jordine Michael and Leon
YOB:And how about Anthony Goes for Electro-Therapy? Or Michael Dodges Traffic on the M25? Or even Leon Swims in Shark-Infested Waters? Posters? Get lost...



Anonymous Nice fan sent this very cheering Ox up mockly.

OU EST LA CHALLENGE?

Dear YOB

In the December issue of your prestigious mag you dropped the gauntlet and challenged your readers to take you on at the game of their choice. What happened, did you get cold feet and decide not to go through with it

just in case there is by some slim chance a reader whose gameplaying skills surpass a... of the reviewers on MEAN MACHINES? If you have decided not to go ahead with it then I have an interesting and exciting alternative suggestion. Why not let your readers enter a competition to win a prize that most of your readers can only dream about: to have their review of a game printed in MEAN MACHINES and the professionals could say what they thought of it. What do you think? They could keep the magazine in which it was printed and display it proudly on the... mantelpiece.

Alun Gray, Swansea, West Glamorgan

YOB: Sadly, the fat, sweaty, yellow-bellied oaf who volunteered for the challenge let us down at the last moment, leaving us with four blank pages to fill, which we just managed to do. This month we were challenged by E17, but next month we'll be getting a reader in - and this time if he chickens out he'll answer to me ..

HE JUST DOESN'T CARE

Dear YOB

I think your magazine is totally rampant. Many days I have spent getting full satisfaction from your totally reliable mag. I firstly want to ask a question: what is on the mind of all serious-minded game players. Why the hell are petty-minded, half-assed 'I can't complete Altered Beast' players writing in and talking absolute donkey's knackers. I mean, seriously, who the hell gives a monkey's banana at what Lee Elford thinks of Ecco. Personally I don't care. The opinions of these sad, sad nutters has absolutely nothing to do with us readers. They are probably so cccrapp they can't get past the title screen of Sonic. I would like to say Sod off and write to some other mags about your personal probems - Nutters!"

Well, enough of my slagging off and bad language. I think that I hold the world record for Sonic Green Hill Zone 1 completed it in 25 seconds by the screen clock. Keep up the good work and remember: keep 'em mean, keep 'em keen, buy 'em a copy of MEAN MACHINES.

D Fuller

YOB: Thank you for your tolerant words. World record? Afraid not, matey. Even the baboons here can whizz through that level in under 23 seconds. Keep practicing and maybe, just maybe one day you might get the record and give your miserable life some meaning.

Tom Percival returns with some subversive advertis-

PAUL DAVIES: CAKKA GIBBON

Dear MEAN YOB

It is the 25 of Feb and I have just witnessed the saddest debacle in my life..... Paul Davies on Sonic 2. He's the saddest person since Timmy Mallett and Jeremy Beadle. He has shamed everyone who has anything to do with MEAN MACHINES SEGA. So I have decided: sod Salman Rushdie, let's kill Paul Davies. Either that or chop off the dangly parts of his anatomy with a pair of rusty shears. Paul isn't completely to blame though: that smelly nob from some other magazine managed to get Sonic to run straight through a wa...

PS: don't like Gus either.

Dennis Amunsen, Milton Keynes

YOB: In fairness, it must be said that the 'challenge' was recorded a long time ago.

▲ Dean Wardell's excellent Shinobi portrait replaces a rather more risque work.

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Lonely sons of bitches. Do you know he got our mates' names tattooed on his arm? Now, that's hard core. Offer drives us down... ...over? But nose to runway, ch-ch-ch-ch? Nose tyres. Pro-cedure. Pro-cedure changed.

In the Zone you can play all the latest software titles written specifically for the Mega CD including Jaguar XJ220, Road Avenger and Sherlock Holmes.

So get down to The Gamesmaster Zone at Comet and plunge into a world of extra-ordinary electronic experience, exclusively for people who take their games seriously.

COMET

YOU KNOW WHERE TO COME.

before Sonic II was even out - and Paul had only played the game once. But that's enough of me being fair. His performance was limp and flaccid and as punishment he was put on latrine cleaning duties for a month.

ME NO CONSOLE

Dear YOB
I must be the only reader of MEAN MACHINES SEGA who doesn't own a console of any shape or form. 'WHAT!' I hear you cry, and yet there is a perfectly logical explanation for all this. Within the next two months I plan on purchasing the Sega Megadrive, so what better than to buy MEAN MACHINES SEGA, read up on what's hot and what's not and then go out and buy my 16-bit and the groovies' carts around... yeh! This will save me from writing to MMS whining on about how easy this game is and how crap that one is. Cheers YOB for the megatastic MMS - coat!
D Sapsford, Peterborough
YOB: You're obviously very intelligent. It's just a shame you've got such a sad surname.

THE WORST POEM EVER

Dear YOB

I've written this fabbo poem about 'ard ol' me and wot 'ol youl Here goes.

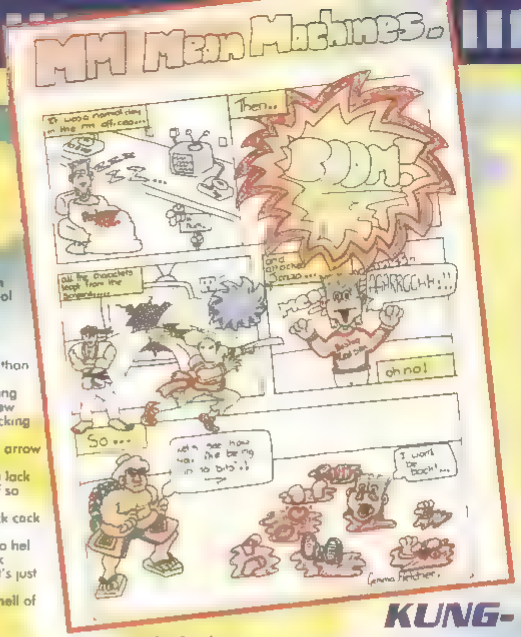
The Cack Rap

Ya YOB I'm 'ard I'm harder than you
In a trice I'd send you packing
In a sec you'd be all in a stew
And start cack cack cack cacking

I could beat you up with an arrow through my head
You see muscle is what you lack
You'd have topped yourself so now you'd be dead
but you'd still cack cack cack cack

Then finally when you get to hell at last we'd see you're back
hell's where you belong so it's just as well
they they don't mind the smell of your cack

Good eh! Just about sums you up that does
Tom Stevens, Bagshot
YOB: What a complete and utter crock. In five years of reading letters, I can quite honestly say that your poem is the worst I've ever seen. I'm absolutely speechless at your total lack of talent...



▲ **Gemma Fletcher is to blame for this gore-fest.**

KUNG-FU KID

Dear YOB
As I am a big fan of video games and martial arts movies, I was really pleased when I read through the March edition of the action movie mag Impact. I found out that Chinese studios Golden Harvest, had bought the rights to Street Fighter and Jackie Chan is incorporating the characters of the game into his new film City Hunter. In one of the scenes Jackie is thrown through a video game screen. He starts to hallucinate and everyone in the room looks like a character from Street Fighter. Jackie portrays E. Honda and has to fight Ken with Guile and Dhalsim in the background. Finally Jackie changes into Chun Li to defeat Ken. I know this sounds strange but it's true. Jackie had already incorporated elements of the Double Dragon games into his film Twin Dragons. If you still don't believe me I suggest you look through the Mean Machines section of Impact and see for yourself. I hope that sometime in the future you will do a feature on this film.
Lee Mason, West Midlands
YOB: Us all-seeing, all-knowing people here heard of that a few months ago. We're currently trying to get pictures, and as soon as we do we'll print them.

▼ **No doubt Capcom will be hearing down Graham Stokes' door round about now.**

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PLUS . . .

FEATURE

EAST 17 IN THE HOUSE

WHO'S THIS IN THE DOGHOUSE?

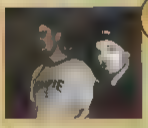
As far as chilly winter's days go, the second of February was a reasonably warm one in Farringdon Lane. Why, even Fraser turned up to work in a lightweight jacket instead of his usual 'flasher's special' ankle length, woollen overcoat. It was therefore a mystery to find both Brian and Terry of East 17 fame, standing on the doorstep wearing outfits that even Scott of the Antarctic would have been too hot in.

Brian explained that Terry, between rapping and country dancing practice, spent all his spare hours playing videogames. Was he good? He reckoned so and promptly threw down the gauntlet and challenged the MEAN MACHINES team to a veritable videogame tourney. Over to YOU to reveal what went on...

EVERYBODY WANT

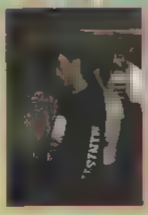
The team greeted the East 17-ers with their usual down chorus of pre-coffee neanderthal grunts, and needed a good poke with an electrified cattle prod to get them into action. Half-man, half-compost heap Rad ambled into action quicker than treacle down a mild downhill gradient, and scribbled down a challenge roster. After faxing it to a local primary school, the teacher responsible for the educationally sub-normal five year-old class sent back a translation and the MEAN MACHINES crew began to get themselves prepared to play one-on-one at... STREETS OF RAGE II...

THE CHALLENGE CREW



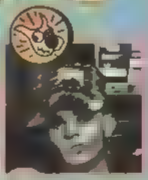
Dave Kelsall:

High of stature, low of brow, Dave was once a member of the almost, nearly, but not quite famous Shrewsbury-based group the Tailgators. And he can play games too. Well, almost nearly, but not quite. So we thought he'd be in good company with East 17.



Terry East:

Still inside his sleeping bag and wearing the tea-cosy from breakfast, harvester of hits Terry needed no warming up, since with all his winter togs, his inner core temperature as warm as the seat of Mr Windybot's underpants after a Mushroom Vindaloo special.



Brian 17

Stylish Stussy hat-promoting Mr 17 himself looked tired. Well he does live a fast 'n' flash rock 'n' roll lifestyle which takes in every sin Walthamstow can offer. Which is obvious y why he kept yawning.

Rad Automatic:

The man with mould cultures under his armpits and horse manure in his Doc Martens rubbed his hands with glee at the prospect of the challenge, dropping large flakes of dry skin as he did.

Tom Guise:

This leering Megatech jockey was brought in simply because he's an easy target for amusement.

Gus Swan:

Looking like a grinning fuzzy felt caricature, Gus was itching to prove himself in the challenge, having failed miserably at every other opportunity.

Paul Davies:

Mr Heavy Metal refused to participate due to 'creative and musical differences'. However, one quick burst of Tel 'n' Bri's close-harmony barber shop singing soon got his toes tapping and he followed them, to the games room.

Fraser Gray:

Better known to us as 'the Phraser' this man is responsible for coining the phrase "I'm a free range egg" and the evergreen classic "Douglas Barder Douglas Barder! Arseel!"

First up to the Megadrive were Dave and Terry, and it was gender benders ahoy as they both plumped for tough girlie Blaze. Tom piped up with a selection of useless tactics for the benefit of popstrel Terry. "Press the A button" cried grinning gonad Guise. bash Dave and don't get hit" he added in a fit of extreme uselessness. Terry did this, launching Blaze into a fireball frenzy but Lady Luck was on Dave's side as he pummelled the A button and somehow outhit his teen idol opponent! However the mistress of fortune is a fickle femme and she spurned

Dave for the second two rounds, leaving him to be pummelled by Walthamstow's finest minstrel

Skinny Scat Gus chose big 'n beefy Max while Rad opted for Blaze for her smart special moves and girlie skirt. What followed was true handbags at dawn combat, with neither player landing anything like a decent punch. Finally, Gus was gently slapped into submission and Rad took the first round. The second round was even more limp and flaccid, but in the end Gus wilted to give Rad an uncan vincing victory. Jeers and catcalls were heard as the two stepped down from the challenge podium

The most exciting element of this sad shambling mockery of a round was the selection screen. Skate was the man for Fraze. Wow! And Blaze was the woman for Paul. Ooooo! After that the pace of action went severly downhill as Paul picked up weapon after weapon and

bashed [illegible] Fraser was nese even go [illegible] Wha [illegible] grace

FEATURE

BRIAN VS TOM

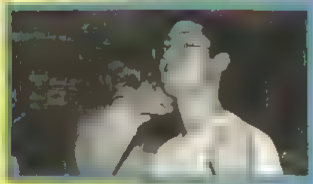
Swinging pop parade personality Brian was woken from his slumber, the previous 'fights' having sent him to sleep, and he dragged himself into action with Blaze. Buffoon Boy Tom chose Skate - he feels at home being on wheels ever since his spell of special treatment at East Cheam Hospice for the Mentally Underprivileged. The 'fight' ended up a very one-sided affair, Tom's manically random button-pressing overwhelming girlie heart-throb Bri's tired efforts within two quick rounds.

Tom demonstrates his vindaloo method to trick Brian.

The games room was in a deathly hush as Rod and Terry met in a battle of supreme street cred. Although in Rod's case it's not so much street credibility than street incredulity that he actually

thinks that looking like he does is cool. Once again it was a sex swap orgee contest on as both Rod and teenybop fave Tez both chose Blaze. Both characters got off to a furious start but it was all over too quickly for the man who plays games for a living and appears on Sky One's Games World as a regular games champion-vidiot. Champion-vidiot was a more befitting title as Walthamstow warbler Terry pounded Tez to the deck.

A Gus receiving the kicking he so richly deserves!



Tez was confusion in the games room at the start of this round when Tom discovered that he'd lost his dummy and comfort blanket, but once they were found under a pile of mouldering rags (it was later discovered that it was Rod asleep in the corner) it was fight on. Yet boy Paul chose Axel and Tom went for Blaze once again and both began pounding their buttons. The first round went to Tom, but as the excitement mounted, Tom drooled and dribbled all over his controller and shorted it out, allowing Paul to sail in and take victory over the next two rounds.

THE FINAL FIGHT

After a quick call to the men in white coats to take Tom back to his rubber room, Paul and chart champ Terry readied themselves for the final showdown. Both participants chose their fave characters, Paul picked Axel and crooner Terry, Blaze. Tension was in the air as the fight started, mostly emanating from Paul's backside, and someone opened the window. Within seconds Paul had decked cheeky chorister Terry to take the first round. But Walthamstow's wunder-chanteuse wasn't worried and whacked Paul senseless to take round two. In a tense final round, rappin' Tez took the early initative, but in the end metal man Paul fought back to take the round and win the challenge. But all credit has to go to popular recording

artist Terry from top beat combo East 17 for giving the so-called professional MEAN MACHINES players a run for their ill-earned money!

A WORD FROM THE SPONIOR'S SPONSOR

So you think you're hard enough to challenge the MEAN MACHINES team? Well, why not write in and do just that! Just name the games you're best at and the people you'd like the challenge and send it off to: I'M BIGHEADED AND HARD ENOUGH TO CHALLENGE MEAN MACHINES, MEAN MACHINES SEGA, PRIORY COURT, 30 - 32 FARRINGDON LANE, LONDON, EC1R 3AU.

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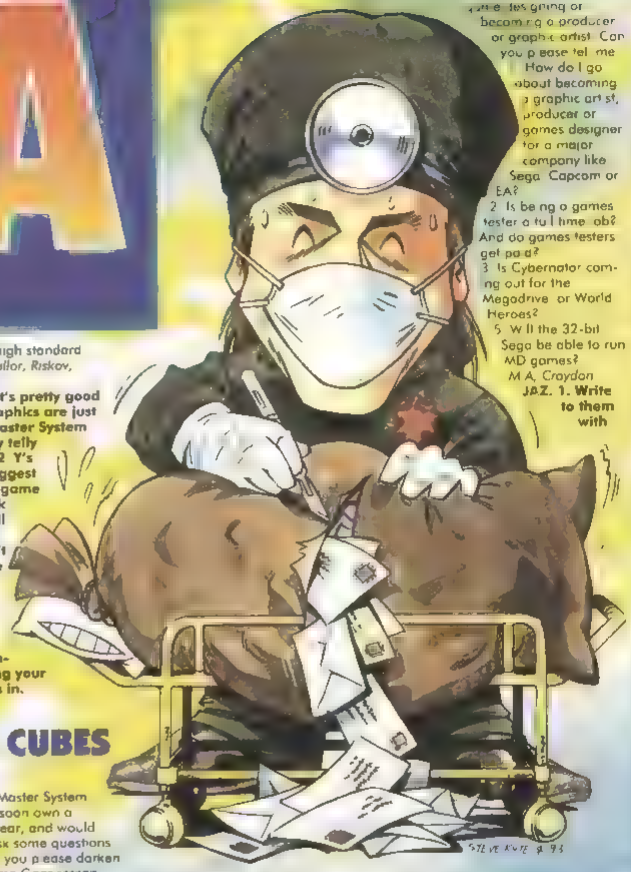
Q+A



Rob the mailman is looking a bit red-faced this month. No, he hasn't been caught with his trousers down - he's had to carry another huge sack of Q+A questions up four flights of stairs for brainy old Jaz to answer. If you've got anything you want to know, send your questions off to: HERE'S ANOTHER Q+A LETTER FOR POOR OLD ROB TO SORT OUT AND BRING UP THE STAIRS, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

WHISK

Dear Jaz
I have a few questions concerning the Game Gear and MS convertor.
1 Is the MS convertor any good? I mean how do the graphics appear on the GG's tiny screen?
2 Which is bigger Ultima IV or Y's on the MS, and how will they work with the MS convertor?
I hope you will answer my questions, and also thanks for keeping up your high standard
Jakob Mallor, Riskov, Denmark
JAZ: 1 It's pretty good - the graphics are just like a Master System on a tiny telly screen. 2 Y's is the biggest Neither game will work very well because you can't read the on-screen text properly. Not without doing your eyeballs in.

ICE CUBES

Dear Jaz
I own a Master System and will soon own a Game Gear, and would like to ask some questions
1 Could you please darken your Game Gear screenshots, because they are difficult to see?
2. I have seen adverts for Die Hard 2 and Pitfighter. Are they any good?
3 Will Flashback be coming out on the Master System or Game Gear?
4 I have an idea for a beat 'em up called Street Sharks It stars three guys called Rage, Bro and Onar, who must traverse the streets of London to dispatch a crime boss who is hiding at the top of Big Ben tower, and save the head of Scotland Yard and several top politicians So what do you think?
Richard Thomas, Spilsby Lincs
JAZ: 1. Oh. Alright then. 2. Nah. 3. Nahhhhhhh. 4. Ever heard of Final Fight?

FEATHER DUSTER

Dear Jazzo
Please can you answer these questions, for me they are quite impodant I m 16 and I m seriously thinking of becoming a graphic designer doing computer
[illegible]e lets going or becom[illegible]g a producer or graphic artist Can you p ease tel me How do I go about becoming a graphic art st, producer or games designer for a major company like Sega Capcom or EA?
2 Is be ng a games tester a fu l time ob? And do games testers get pa d?
3 Is Cybernator com ng out for the Megadrive or World Heroes?
5 W ll the 32-bit Sega be able to run MD games?
M A, Croydon
JAZ. 1. Write to them with examples of your work and a full CV. 2. Yes and yes. 3. No.

FRILLY APRON

Dear Jaz
I am a Megadrive owner for nearly two years and I have a few questions which have been on my mind for some time
1 I have seen the Mega-CD video from issue 3 and it's smart! But several points about it have eluded me The film/games (Sewer Shark Night Trap and Make My Video are all fairly clear, but the pictures are not of very good

quality — like a video for instance. Is this due to the Megadrive's collection of colours, or for another reason
2 On the Mega-CD video at the end the bloke with the long hair turns it off with a Remote Control. Does the Mega-CD have a remote control and what are its functions?
3 What do you think of the rumour circulating (Digitiser etc) that a machine to run all games is planned/in production? The copyrights would be a nightmare, and the price a high one
Simon Gorer, Wareham, Dorset
JAZ: 1. The live action pictures are slightly grainy and fuzzy because the Megadrive isn't able to show TV-quality images. 2. No, but you can eject a CD using a joypad. 3. Jimmy Hill, come on down.

SCOURING PADS

Dear Jaz
I have a Megadrive, and a few questions to ask
1 Is TMNT IV worth getting?
2 Will the SF II joypad look like the SNES' joypad?
3 Will Airport X-ray machines damage games?
4 Will Sega be making any more beat 'em ups?
5 Why does MEAN MACHINES SEGA come out three months late in Australia?
The $150 worth of games they give away in Australia are rubbish. It shouldn't read "$150 of free games" but "$150 worth of crap"
Chang Kang, Melbourne, Australia
JAZ: 1. If you're a Turtles fan, yes. 2. No. 3. No. 4. Most certainly. 5. Because that's how long it takes a cargo ship to get there. You've got a brill name, by the way

CHOCOLATE MOUSSE

Dear Jaz
Basically I'm thick and need some questions answering so please answer them
1. Why haven't Sega brought out a Super FX chip for the Megadrive like Nintendo did for the Super NES?
2 Are there any plans to, or are they thicker than me if not?
3 If there was, could it give the Megadrive more colours, Mode 7 rotation and a few other things?
4 Will there be a Streets of Rage 3?
5 How come Tails didn't die when the bi-plane got shot down in Sonic 2?
6. Who sexiest out of Chun Li, Blaze or her on Alien 3?
Nick Wheeley, Bolton
JAZ: 1. Watch this space... 2. Watch this space II... 3. Watch this space III... 4. Possibly - it depends on how Streets of Rage II sells. 5. Sega would never kill Tails! Everyone loves him!

PORK SAUSAGES

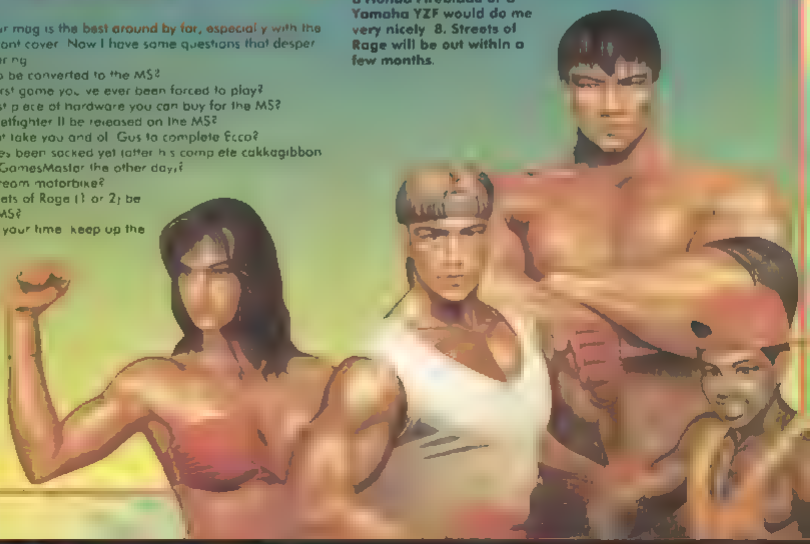
Dear Jaz
I have one question for you to answer. Will Dragon's Lair Escape from Singe's castle, Dragon's Lair II: The Time Warp, Dragon's Lair III: The Curse of Mordread, Space Ace and Space Ace II ever come out for the Mega-CD?
Markku Koivunen, Helsinki, Finland

CROCODILE CLIPS

Dear Jaz
I have been getting MEAN MACHINES SEGA for about three months. I have a Megadrive with five games, I got it for my birthday last March. As I was thinking about getting the Mega-CD for this year's birthday, please, please, please could you answer these questions
1 How much will the Mega-CD cost when it is out over here?
2 How much will the games cost for it?
3 Is it as good as everyone says it is?
4 Do you think that the shops are going to sell many of the games or will just sell carts?
To my little brother Terry, keep your hands off my Sega!
Gary Fox, Thatcham, Berks
JAZ: 1 £269.99 2. £39.99. 3. The machine is great, but at the moment the games are varied in quality. Check out the reviews and see for yourself. 4. They'll sell a mixture of both.

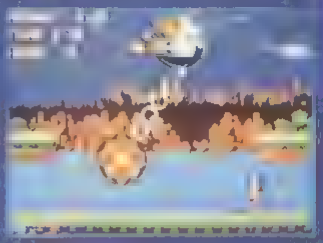
SPATULA

Dear Jazzaman
Firstly, I think your mag is the best around by far, especially with the freebies on the front cover. Now I have some questions that desperately need answering
1 When will Ecco be converted to the MS?
2 What's the worst game you've ever been forced to play?
3 What's the best piece of hardware you can buy for the MS?
4 When will Streetfighter II be released on the MS?
5 How long did it take you and ol' Gus to complete Ecco?
6 Has Paul Davies been sacked yet after his complete cakkagibbon performance on GamesMaster the other day?
7 What's your dream motorbike?
8 When will Streets of Rage I1 or 2) be released on the MS?
Ta very much for your time, keep up the good work.
PS Margaret Shelley aka Violet Berlin's grandmother!
Alex Jones, Barton, Hampshire
JAZ: 1. There's absolutely no word about it yet. 2. I've played plenty of crap games in my time, but nobody forces me to play them. 3. Save for a Megadrive. 4. Never. 5. A few days. 6. Nah. Utter humiliation before 2.7 million people was punishment enough. 7. Oooo. At the moment a Honda Fireblade or a Yamaha YZF would do me very nicely. 8. Streets of Rage will be out within a few months.

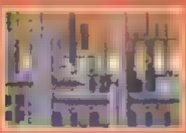


TIPS

SONIC THE HEDGEHOG



SONIC 2



KRUSTY'S SUPER FUNHOUSE

Hey, those Krusties get a really raw deal, yeah? I mean, what're the author ities coming down a l heavy for? It's just k ds having fun right? Hey, right, don't ot them get you down, right? You've got to fight for your right to party, right? But Serena E isa Watson form Sunderland, Tyne and Wear, is trying to make their lives a bit eas er with a level select and infinite lives cheat for Krusty's Super Funhouse. What's that? Oh, r ght! I seeeee! It's a cartoon, right? Likethat new one, Ren and Stimpy, right? Well, anyway, here's the cheat, right. All you have to do is go to the password screen and enter WILLIAMS as your password, and your cartoon clown or washed cider swirling neo-hippy should be invincible and able to choose his starting point.

LUCKY DIME CAPER

Hey, this is quite funny, right, because this guy's name is Evan Crichton and he's from Loanhead, which sounds a bit like Evan Dando from the Lemonheads! Ha ha! Oh, hang on, it might have been Suzanne Dando. Anyway Evan has sent in a tip for infinite lives on Donald Duck's Game Gear adventure. Right, all you have to do is press down and button 1 on the title screen. Hey, yeah! Er, Right.

PRINCE OF PERSIA

SHINOBI 2

Hey, wow! This game, is so very "now", yeah? And actually, I must admit, I have got one of these Game Drives, I think they're great, you know? I've nearly got all the first level of that Sonic the Vote, yeah? But it's really hard. Well, anyway, we'd better get on with the tips section or I'm gonna get in real trouble. Anyway, if you want to start the game with five men and all four crystals, just type in ET1AG on the password screen. Michael Hulme from Whitefield in Manchester is the cat to thank for that tip.

LHX ATTACK CHOPPER

[illegible] What is it good for? Absolutely nothing? Yeah, that's right, Stan [illegible] Hey, thanks Aaron! Hey [illegible] Hey, great [illegible] Hey [illegible] Hey [illegible] Hey

TIPS

Twinkle a guide

Issue two of MEAN MACHINES SEGA states that Twinkle, the heroine of this tale, is one mean sister — despite her girlie looks — stepping out in the name of peace and tranquility like a good 'un. Her journeys through the enchanted realms of this floating kingdom are know legendary in the MEAN MACHINES office and this players guide presents itself as recognition of the cart's minor classic status. Besides which, it's rock!!

STALL IN THE NAME OF PROGRESS

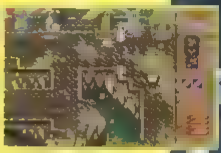
A large factor of this game's challenge level is a direct result of Twinkle possessing only one life and three — count 'em — continues! Yet Twinkle retains all the points she is collecting, she also receives an extra continue after gaining adding a specific number to her score. There are four specific locations within the game where masses of points are available to our continue

The Platform:

Stand in the position shown and put Twinkle's Seeker Bracelet into effect.

The Ogres:

Level three house a persistent troop of Ogres just queuing up for the slaughter. Defeat the first line of defence and along for more of the same idiots. However they only fall for this four times.



The Cavern:

A source of weapon power-ups lies within the caves of level five, along side the second opportunity for point grab bing. Use of the Spread

The Birds:

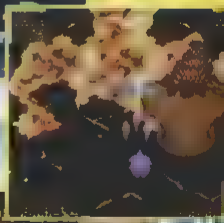
In the Ice Castle of level nine there dwells a flock of diminutive birds. As with level three employ the Seeker Bracelet term pigeon shooting session.

CHARMING!

Of the two magic spells available to Twinkle the most powerful, by far, is the 'Super Bomb'. Hence, while the Fire-Dragons blast their way up the screen in the most reliable manner possible, careful use of the Super Bomb is always a wiser choice. The Spider Boss at the end of level four is evidence of this. Always take care in getting the right aim however or else the swirling orbs that form the Super Bomb dance right off the screen before making any kind of impact whatsoever. Indeed, hopeless magicians ought to supply Twinkle with a spare pair of knickers for each time a Super Bomb goes wrong!

Armed with a full supply of Super Bombs Twinkle is unstoppable here! The Spider has fiery breath which Twinkle easily negates by sending her magical powers into its features. Though the Spider casts webs over Twinkle's little frame they only serve to slow her down.

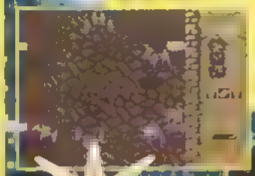
Surprisingly enough, this hot-headed pair are incredibly easy. Use the Javelins for [illegible] leaping antics of both heads are easily predicted so blast away wherever they land for swift disposal.



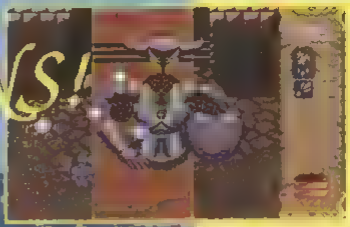
MIND THE GUARDIANS!

A Tale for the player

Standing at the view of this three headed creature only angers it more causing it to charge at Twinkle and inflict much damage. Keep near to the sides and use the seeker. Don't stall her should a quick dash across the screen prove successful.



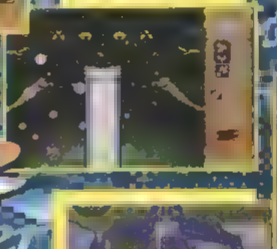
This quarrelsome quartet appear one at a time, so concentrate a stream of javelins fire at their scrawny necks as they do. Keep Twinkle moving and remember her magic!



An enormous spectral knight that has trouble with static forming on his fittings resulting in streams of light-mag emitting from its mouth. Once again the use of the Seeker Bracelet is the safest option with some magic abuse doing the ... However having Twinkle up in with ... assault speeds things up.

By standing slightly to the side of the Tree's mouth and putting full-powered javelins to good use the wooden expression soon turns to that of distress. In its dying moments the Tree's roots shoot up from the ground. Keep a look out for the small cylindrical projectiles that emanate from the ...

Two ... key on her Seekers for a ... spate of this pair of hosse ...



This guardian's fr... colo mod... scatter ...ng p...ces of ...self ...s Twinkle's gener... direct on and ...owing its top at ...very availab... opportunity. Have Twinkle make a series of diagonal attacks on it with the javelins.

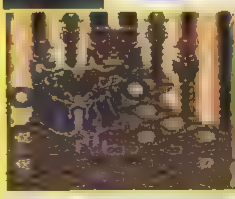
There's no word of lost ... for this three headed Dragon. At this stage in the game the going for Twinkle is tough, no matter what. Concentrate Twinkle's attacks on one head at a time as once a head is destroyed a new one appears until the ... from whence it came is ... completely destroyed.

Dodge this Dragon's fireballs by ducking Twinkle into a corner then pass quickly beneath the master's laser ... for safety in the opposite corner. Should the lance appear to close for comfort revert Twinkle to the original corner.

Once its master is ... the Dragon makes its own attempt on Twinkle's life. Reserve all of Twinkle's magic attacks for this time and use them as the Dragon resumes its fireball attacks as the magic absorbs the ... power. Put Twinkle's Seeker Bracelet into action when the Dragon swoops down to the bottom of the screen.

Without magic these hammer happy ... are tremendously tough. It is ... that the Super Bombs are forsaken ... the only time in favour of the more ... dependable Flaming Dragons. Have Twinkle stand her ... and aim at those ... exactly.

... boots at ... fighting are a cinch to dodge. Though the javelins do the most damage and the Seeker allows Twinkle the freedom to move around more freely here the Spread Bracelet is best put to use against this master of ...



The Evil Master turns his servant Fire Dragon on Twinkle first, so use the Seeker to account for everything this fearsome foe throws at her. The Dragon dies and drops power ups. Have Twinkle recharge the Javelin Bracelet. Ensure that Twinkle remains more or less central for the duration of this final battle and success is ultimately hers! The Master's laser attacks are interrupted by his hypnotic crystal ball when drawing power is easily ...

TIPS

GAME GENIE

Hey, all this new technology is just so good, it takes all the hassle out of cheating, right? Anyway, like, Mark, right, he's like this behind-the scenes guy at Hornby, right? Well he's sent us some more exclusive codes to put in the mag. Some people'll do anything to get their name in print, right? By the way, my name's Mike.

GREENDOG

Hey, that was was that song by Shakey wasn't it? Heh heh, that's just my little joke, you know you *are* allowed to laugh in this tips section heh heh.

Infinite lives: ATNT AAME
Spikes don't hurt: ABYA CAAN
Cola doesn't restore energy: AACA CAC4
Cola completely restores energy: GACA CAC4
Fish don't hurt: AD8A AACL
Fish hurt more than normal: AX8A AACL
Fish are devastating: CD8A AACL
Birds don't hurt: AC6A AABG
Birds hurt more than normal: BC6A AABG
Birds are devastating: CC6A AABG

STREETS OF RAGE

We have found an old cheat for the Genesis game, and this does not relate to the new Streets of Rage 2. Hey, that's great, you're desperation, let's see, with that one on the blackboard shall we... Hi yeah, through to "desperation" James Thompson and Mark Dann have discovered the Boss – do you have all my stuff – for Inter-Galaxy on this game!

Swearing, drug-dealing and murder. And the whales!

ALIEN 3

Stewart Jones and Chris Dow from Forres, Moray in Scotland have... hay, hang on, Stewart Jones right? Maybe you know Steven Jones? I think he was living in Dorset last time I saw him, but it's the same family name, right? Still, Stewart and Chris, we'll just use first names here, have found a hip-hop happening infinite lives cheat for Aliens 3 on the Master System. All you have to do is select CONFIGURE on the title screen, select two players, then go to the start of the game and lose all your lives. Then go back to the CONFIGURE screen and select CONTINUE. Now both players should have infinite lives. I thought Alien 3 was brilliant, did you see that bit when, er, that bit with, like, the alien in it? That was just brilliant.

THE LUCKY DIME CAPER

Hey, arcade gamers! Yeah! I don't know why the authorities are cracking down so heavy on arcades, but it looks like you'll have to get your fix from home. Anyway, Dennis Huddleston from Wibsey in Bradford, hey, maybe you know my sister, right, I think she lives somewhere near there, well, in Yorkshire anyway. Edinburgh I think it is. Anyway, Dennis sent us this great tip for infinite lives on the Lucky Dime Caper. Right, first of all you've got to collect ten lives and then die. Then on the next screen press START as many times as you can. If you press it enough, unlimited lives should be granted to your duck.

Start with one credit: AE6ABE3W
Start with 50 credits: LA6ABE3W
Start with 75 credits: RV6ABE3W
Infinite lives: RZBAA6V6
Start at Cyberdyne: SF4ABTXL
Start at Freeway: SF4AB2XL
Start at Steel Mill: SF4AB6XL

[illegible] terminated. WARNING: Doesn't work on last level.

TERMINATOR 2

THE ARCADE GAME

Anyway, we'd better crack on, it's nearly the end of the tips section. Right, Dennis Huddleston from Wibsey in Bradford, hey, maybe you know my sister, right, I think she lives somewhere near there, well, in Yorkshire anyway. Edinburgh I think it is. Anyway, Dennis sent us this great tip for infinite lives on the Lucky Dime Caper. Right, first of all you've got to collect ten lives and then die. Then on the next screen press START as many times as you can. If you press it enough, unlimited lives should be granted to your duck.

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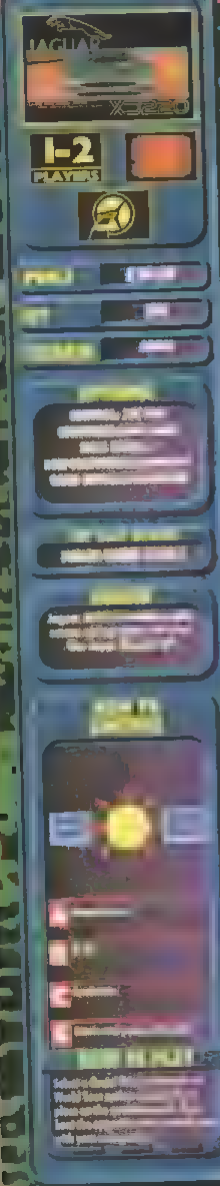


...XJ220 was unv... ...ow in Oct... ...eak, super-powered road ... ...ers ... ...ast of which ... ...on Earth for some years. Of ... ...ess ... ...was one of the ... your average car enthusiast, ... people ... some sort of information ... ...ion fortunately enough to work ... ...ssion from Dr ... ...along the years ... ...of the decade. A number ... ...but now ... ...piece, also snip less than the ... ...of the Mega-CD has made that dream ... ...Now it's sprouting rallies, shows ... ...appointed ... ...technics ... ...some torque and let's go

LIVE AND LEARN

Five facts you probably didn't ... about the Jaguar XJ220

1. The cost of one brand new is £... 402
2. It goes from 0-60mph in 3.8 secs
3. Only 350 of them are being made
4. A replacement back tyre sets you back £850
5. The engine delivers a massive 542bhp at 7000 revs

Copyright

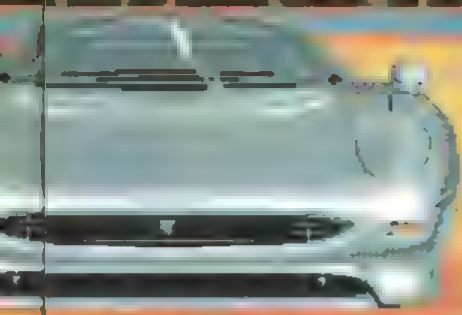
SPLIT PERSONALITIES

Jaguar offers one or two-player action. Two players are accomodated with a split-screen display. Two player Grand Prix races take place against 8 other racers, so the Jaguars are fighting their field as well as each other. The displays is noticeably slower with the split-screen mode as you'd expect.

WORLD CLIQUE

There are sixteen tracks from around the world accessible on the Jaguar menu. When any one is selected the map of that part of the course is rotated, along with its specific length, track condition and records. Different countries exhibit typical characteristics. Monaco is hilly, England always rains, Italy ...

REVIEW



Well, that's either a very big snowman or...

A rather spooky tunnel yesterday.

MEGA GAME

JAGUAR XJ220

COMMENT

JAZ

Playing very similarly to Lotus Turbo Challenge, but featuring twice as many tracks and better graphics and sound, this is a truly excellent one- or two-player racing game. The challenging, high-speed action is great fun in one-player mode, but, like most games of this sort, it's even better in two-player mode. A nice touch is that the further behind your opponent you get, the faster your car goes, which means the racing is always highly exciting and ultra-competitive. If you've already got Lotus, there's not much reason to buy this. Yes, Jaguar XJ220 is better presented and offers a lot more, but it isn't £40.00 greater. If you haven't, though, and you're a racing fiend, this is definitely worth checking out

REVIEW

OVERSAMPLING

The benefits of racing on a CD-ROM are made apparent when you pick your music. Jaguar has a mock CD set-up with five different chillin' n' funky tracks to get into. You sample the tracks before each race, picking your background music.

TRACKER NUT

One of the groovest features of the game is a track editor, which gives you complete freedom to create Grand Prix tracks of your own. Arranging your own personal grimace is a doddle, and involves simple icon menus controlling track length, gradient, curve and then presenting a list of objects to have along the course-sides. Efforts may be saved to the Mega CD.

COMMENT

A really neat, no-nonsense driving game to give Mega-CD owners a clear edge over their Megadrive owning inferiors. There is nothing like Jaguar XJ220 on any Sega system, its impressive sprite-scaling giving a much better impression of speed than Super Monaco GP ever did. The graphics are the most impressive part of the package. In single player mode, hundreds of roadside objects whizz past, smoothly scaling. The track itself is hilly and interesting to drive, but moves fluidly and realistically. If there's any graphical flaw, it's in the presentation of the cars themselves, which are a bit bland. This is a shame when the Jaguar is such a stunning car to see in its proper 'flesh'. However, any small niggle points are far outweighed by the lavish presentation, the copious amount of courses and, not forgetting, the track editor that lengthens the game's interest considerably. Oh yes, and the vital split screen mode, that turn a good racing sim into a real contest. A priority purchase for driving fans.

THE BODY SHOP

At the end of each [illegible] race, one of the most useful parts of the game [illegible] your precious [illegible] chevrons and innocent bystanders. In the body shop you can repair body-parts, tyres, shock absorbers, brakes, parts that are still functional show up as green [illegible] on an engine. You have [illegible] resources to repair [illegible] in [illegible] you have to spend your winnings on repairing the car!

PRESENTATION 95

Almost faultless presentation, with the best menu organisation I've seen in ages, slick screen scrolling, varied games etc.

Mildly irritating disc access.

GRAPHICS 89

Ultra fast sprite scaling routine and convincing solid track environment. Many pretty viewers for two players.

Graphics are a bit blocky, and some tracks look a shade [illegible]

SOUND 85

Four CD quality soundtracks, by the look of it each lasting weeks.

Unusual effects, and no big explosions allows for the [illegible] (just thanks).

PLAYABILITY 91

Addictive action, especially as a two player head to head. Good racing feel.

Not a tough racing game, although might annoy crash merchants and Ayrton drivers.

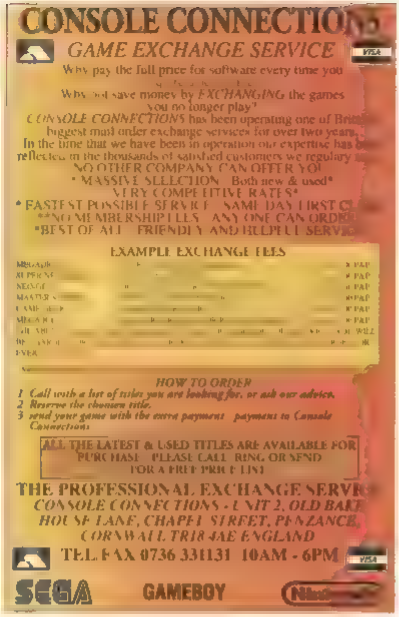
LASTABILITY 88

Lots of tracks, and a highly pitched difficulty level. The editor is the best new feature of all.

Bound to run [illegible] after you've absolutely [illegible] some hours to stick in it.

OVERALL 90

A rousing racing debut for Jaguar on Mega-CD that is very excellent if not a complete classic in its field.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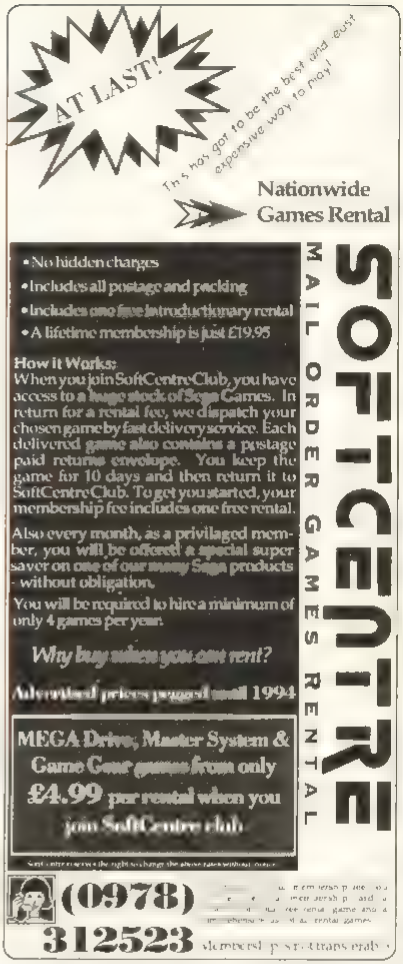
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1-2 PLAYERS

PRICE: TBA

BY: TAKARA

RELEASE: APRIL

OPTIONS

CONTROLS: JOY PAD

CONTINUES

SKILL LEVELS

PASSWORD/BATTERY BACK-UP

GAME DIFFICULTY/SPEED

SAVE GAME FACILITY

YES OR NO

GENRE

Fatal Fury is the latest in SNK's line-up to appear on the Megadrive. It is similar to Capcom's Street Fighter II and World Warriors.

HOW TO CONTROL

HOW TO PLAY

Select a fighter, learn their special moves and put them to the best use against human or computer controlled opponents.

FATAL FURY

Destiny – the unerring force that controls our lives – something with which we all meet in time. For some destiny is an executive suite in the Hilton whilst others rendezvous with theirs in the gutter. Destiny has no favourites – it simply does its job.

For Terry and Andy Bogard, their fate lies with Geese Howard, the man responsible for the death of their father. Now, the one clause in destiny's guidelines dictates that fate is changeable. So, instead of leading perfectly normal lives the brothers find themselves avenging their father's untimely death.

Mercifully, they are not alone in their hatred of Geese, for their friend and Thai Boxing champ Joe Higashi, is out for Geese's blood too. Indeed, over the years, this Geese character has amassed a certain amount of bad feeling amongst the hearts of nations. So now Geese not only faces three but eight potential avengers, five of which stand in the way of Higashi and the brothers and their goal.

Learned in the arts of Kung Fu, Boxing, Wrestling and Capoeira these World Warriors are shaping their destinies too. This game gives one or two players control of this situation, taking Terry, Joe or Andy to their date with fate ensuring that the putrid Geese gets his just deserves! Each of these three men possess secret moves that a player exploits to his or her advantage and discover these and victory is closer than you think.

THE BROTHERS, GRIM

The Bogard boys are expert martial artists due to the years of pent-up aggression and the will to find that justice is done. Their chosen disciplines are hybrids of many techniques throughout the world and, while Terry prefers a casual approach to his dress code, Andy parades the fighting arenas in a more practical outfit. Their pal, Joe Higashi, is an expert in Muay Thai which, more or less, speaks for itself. Here's a lowdown on the lads' specialist moves.

TERRY

The elder of the brothers, Terry has the power of the flaming fist and also sends fire scorching across the ground as he does. Allow me... His most complicated manoeuvre is a somersault kick, a startling move that transports Terry across a third of the screen culminating in a damaging double hit kick.

REVIEW

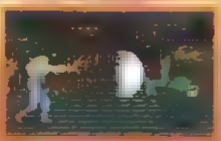
MISSING PERSONS

Overall this is an accurate conversion of SNK's coin-op Neo Geo game of the same name. However some features are absent from the Megadrive version. First and foremost are the missing boss characters Hwa Jai and Billy Kane along with their respective locations the Happy Park and South Town Village. For your information Hwa Jai is a drunken boxer swigging his nice wine with fury. Billy Kane is your archetypical red neck toting a huge cremasan cane. To compensate for this Takara have twisted the story line a touch and placed brother against brother, friend against friend as Terry Andy and Joe duel for Geese's doom. Fools.

You sir are the spawn of the Devil's trumpet!

Phwoar! That's the worst verruca I've ever seen!

ANDY



Aspiring to his brother's excellence and eventually some might argue surpassing him in terms of technique Andy summons fireballs from his fists, dashes at his opponents with a power crush and leaps feet first, at his enemy. The most spectacular tactic that Andy employs is a swirling mid-air fist attack.

JOE

Muay Thai stands as a powerful martial art doesn't require require too [illegible] finesse. However Joe's adept at sending a swirling whirlwind from his bandaged fists and is capable of pulling off a super-charged tiger-knee attack with the option of a piercing flaming push kick. Joe's Hi-Gash also comes [illegible] the easiest special move is the [illegible] of super-fast jabs activated by [illegible] at the punch button.

Grrr, grrr. I'm a big tiger, me. Grrr!

COMMENT

PAUL

The first of the long-awaited, coin-op style beat 'em ups for the Megadrive is far better than expected, especially after the highly suspicious Super NES version! The absence of two characters doesn't subtract too much from the over all effect, that being a close rendition of the original SNK product. There are a surprisingly large choice of moves available, considering the game is limited to only three buttons, one of which is reserved solely for throwing purposes. Each of the special moves are very impressive, although quite fiddly to pull off on the Megadrive's joypads. Joe's Tiger Knee is especially cool! I find that the ability to jump in and out of the background hinders the gameplay somewhat and is something that the conversion would be better without, as with the Super NES. It's quite neat but the player has no real control and this often results in cries of frustration as the chosen hero collides, clumsily with his opponent, though not at the player's bidding. Also there are occasions where a some of the most basic moves seem unresponsive. Generally, though, the fighting action is very satisfying — finishing off an opponent with a spectacular special move is excellent! Whilst Fatal Fury lacks the scope for fancy combinations, as with better fighting games of this type, it is still absolutely the best one on one combat game for the Megadrive to date and certainly the most lavishly presented. While I still advise waiting patiently for Street Fighter II, the quality of this conversion is very much in its favour and it stands alone as being a very impressive beat 'em up in its own right.

REVIEW

COMMENT

RICH

We've all become Street Fighter II veterans, what with having the coin-op in the office, and we're always on the look out for a game of similar quality for the Megadrive. Although not quite a classic, Fatal Fury shows that the Megadrive can produce the goods. The graphics and movement are dead smart; fast, fluid and very effective. The gameplay and range of opponents is similarly good — where it not for the appearance of Cyborg Justice, this would definitely be the best beat 'em up we've seen this year (we saw Streets of Rage II in 1992!) However, as I've stated before, the game does have its limitations. Pulling off the special moves is a lot more difficult that Street Fighter II — especially as most of the moves end in a diagonal. You really need a decent joystick (rather than pad) to get the most out of it. Even then, jumping in and out of the screen is a very hazardous affair — you always seem to get hit! However, I would say that Fatal Fury is damn good fun, and beat 'em up fans are advised to check this out!

MARTIAL LORDS

The dream of seeing the fall of Geese Howard burns so strongly in the other fighters' hearts that none can bear the thought of another striking the final blow. Consequently the remaining five combatants pose as cunning obstacles in the game. They too are well practised in the more diverse moves available to the martial artist.

TUNG FU RUE

Looks alone give away the fact that Rue is the oldest competitor in this competition, though he has learned in ancient magic. This masculine ancient Japanese bloke transforms into a marvellous herculean brute with every breath and tree trunk arms that he swings about he copter fashion. Mr Rue also throws powerful green fireballs from his feet. Yoinks! Tung Fu Rue resides in the Howard Arena a stormy place by all accounts.

DUCK KING

MC Hammer wannabe King looks amazingly stupid in those enormous pants of his and that post-punk Mohican travesty of a hair cut. His fighting ability is slightly less ridiculous however as he demonstrates a remarkable talent for his strange kick based martial art. Duck King hangs out by the West Subway showing off his skills to his musing, muso friends. The subway King is on a roll as he tumbles into his dazed opponents.

MICHAEL MAX

Humble Michael Max appears quite the conventional fighter as he stands boxing gloves on each arm with the signature shorts and hooded top of the professional boxer in training. A little less conventional are his gigantic proportions and punishing punch power. Max letting loose with some awesome uppercuts and lightning speed jabs to the features! 'Sound Beach' provides the sandy canvas for his raging routine.

RAIDEN

A colossal image of a wrestler dressed in a sloshy blue, skin tight monstrosity of a leotard. Raiden is deceptively agile for his size and all the more dangerous for it. The Dream Amusement Park is a fitting location for Raiden's roller coaster approach to unarmed combat as he rattles his opponents around like dolls. Raiden also possesses the worst breath known to mankind.

RICHARD MEYER

Whatever they serve at the Poo Poo Cafe makes old Dick a little unsteady on his feet. This Brazilian Capoeira expert rocks back and forth in those baggy loan pants of his relying heavily on the use of his legs as he performs numerous variations of the helicopter kick. One such move involves the bearded one hanging from the rafters like a rampant air-conditioner.

Beaki Killer body odour!

PRESENTATION 92

▲ Throughout the game the presentation is both striking and comprehensive. The story line keeps the action running along smoothly and the options screen has much to play around with.

GRAPHICS 93

▲ Solid sprites and good animation on the whole — some of the special moves look great!
▼ The animation in the backgrounds is limited — almost static!

SOUND 89

▲ The soundtrack suited the up-tempo action well. Suitably mangled sounds.
▼ Most of the musical speech is rough around the edges and a little indistinguishable.

PLAYABILITY 84

▲ An arcade-quality conversion and as, naturally, it's very playable.
▼ Problems with the control pads, in that the special moves are made difficult. Little scope for combination moves.

LASTABILITY 86

▲ The fact that the game is at its best when played with two players cancels it from the equation.

OVERALL 84

A good conversion that fairs well despite relying on three buttons. The controls seem unresponsive on occasions, but the game is highly playable and worth considering. Even with the imminent Street Fighter II release.

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REVIEW

1 PLAYERS

PRICE TBA

BY ACCLAIM

RELEASE TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: DARNED
GAME DIFFICULTY: [illegible]

1ST PAY SCORE

COMPLETE FIRST FEW LEVELS

ORIGIN

Conversion of the NES title of the same name, starring your friendly neighbourhood web-slinging superhero.

HOW TO CONTROL

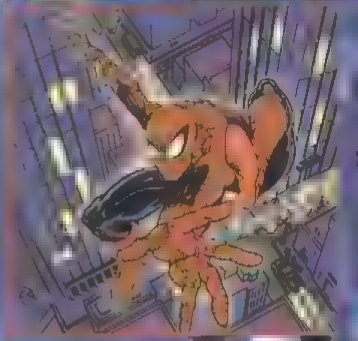
Guide Spidey across the six platform levels, defeating the minions of each of the six villains. Cyclone!

SPIDE

The day [illegible] student went along to a lecture held by his [illegible] accidentally became part of the experiment! The [illegible] chanced on the hapless Peter's bare arm[illegible] sicle accelerator, the spleer lashed out, arming [illegible] Peter was left completely unable to climb the sides of both[illegible]

Of course, there was only one way the short-[illegible] six of his deadliest enemies have banded together [illegible] washing him down a big plughole!

Spidey's task in hand is to track each of these villains to earth and defeat them before they have a chance to [illegible] new platform game from the people who gave you Krusty's Fun House, except they didn't do the Game Gear (yet).



COMMENT

RAD

Spider-Man has to be the comic character ripest for conversion to cartridge. Sadly, in most cases not enough is made of his extraordinary abilities, and such is the case with Revenge of the Sinister Six. That's not to say that it's really a bad game, as Game Gear platform titles go it's not bad at all, but there's certainly a great amount of potential wasted here. For example, there are very few points throughout the game when you actually need to climb walls, or indeed, sling a web — any size! Most of the action centres around pretty standard platform hi-jinks. However, if you forget about this being a Spidey licence it's a lot better. The graphics are very clear, mostly because of the bright, distinct colour use, and although the scrolling is very fast there's no screen blur. However, the one problem is that the game might be just a little bit too fast for its own good. Everything moves so suddenly it's hard to get a grip on what's going on at times. Mind you there's still a lot going for Spider-Man — it is very enjoyable, and whilst the six levels aren't too long, they do get pretty hard after a while. All in all, not a classic by any means, but a passable platformer.

CATCHES THIEVES JUST LIKE FLIES

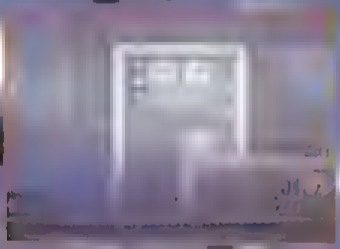
[illegible] are very useful indeed for spiders. They make [illegible] out of them, trap food with them and even [illegible] up their grub for later. With them a bit like [illegible]film Spider-Man a [illegible] number of uses for [illegible] shoot through his [illegible] mechanical web [illegible] casters on his wrists as opposed to coming out of [illegible] er [illegible] like on a real spider. Spider-Man [illegible] a [illegible] web to swing from one place to [illegible] another [illegible] to cross to get gaps or gaps [illegible] chasms [illegible] this game simply jump [illegible] the [illegible] and [illegible] with [illegible] Spa [illegible] web Spa [illegible] es his web [illegible] the [illegible] weapon they [illegible] ude shoot. As [illegible] es is [illegible] compacted [illegible] [illegible] his opp [illegible] [illegible] [illegible]

R-MAN

SPINS A WEB ANY SIZE

Spider-Man is so named because he has all the powers and abilities of a spider apart from being able to miraculously appear from under the sofa as soon as you start hoovering. All these powers are represented in the game so fans of the comics can relive all the favourite web slinging scenes with ease. Well in game terms this means Spidey is a bit of a dab hand at climbing the old walls. This means there are a number of routes through each level. There's the standard running along the ground one or there's a running along the rooftops or high platforms path. Alternatively you could combine the two and just climb your way through. Of course once you know the layout of each level it's easy to avoid a lot of hazards assuming the correct elevation

A Spiderwoman yesterday.



COMMENT

PAUL

Apart from the excellent first Megadrive and Master System Spider-Man titles, companies seem to have a real problem with making my favourite super hero look cool! This is no exception and I should imagine my Dad would look more convincing in the famous red and blue garb than this sad-looking sprite. The game doesn't play as well as the NES version either as control over his jumping abilities is erratic to say the least: He either jumps on the spot or takes a huge leap with no control over what happens in between! As with the NES version, there is no point in climbing the walls other than frustration with the game! The layout is all too familiar which is not always bad thing if there is something going on to liven things up. Sadly there are few enemies to attack — and even they just hang around exercising their one frame of animation in the most boring fashion possible — so yawns are just queueing up for first place on the player's face. The original Spider-Man game is far superior to this.

PRESENTATION

▲ Smart inter-missions and title screen. Generally good presentation.
▼ No options

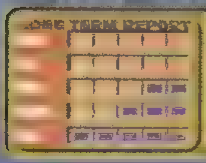
▲ Colourful, well-defined sprites and groovy backdrops. The animation is good too. .

▲ Top notch atmospheric tunes.
▼ Effects are a bit sparse and wonky.

▲ It's easy to get the hang of this enjoyable platforming action.
▼ No real use made of the central character.

▲ Levels are fairly big and get much harder as the game progresses.
▼ Only six levels, though.

An enjoyable, if not fantastic, platform game which is a bit of a wasted licence.



1 PLAYER

B
Re

...Manning, have to face ...shadow of obesity. Some, such ...t & Jessel aren't as funny as ...be. And others ...that aren't even ...one comedian whose ...fate of his contemporaries. ...Islington Pier and his own gameshow on ...when he refuses ...to appear on ...Now ...comedy scene ...over like a Colossus, the Joker ...grab presenting ...Ladders. ...when female interviewer ...her has no ...himself ...which he has ...then turning to a life of crime.

Now the Joker plans to wreak his revenge on those who mocked him and the audience ...didn't laugh enough. He has created a number of hi-tech weapons facilities and perfected a good deal of deadly entertainments. Under the pretence of being a theme park, the Joker is organising a big show for Batman, featuring all of the comedy old-school. Now, ...Big Hall is filled to capacity with stars and their fans the Joker and his cronies ...a ...barrage of fiery ...only ...adversary (and pursuer of ...in ...Batman can save the ... - ...ally-scrolling platform ...from ...original Megadrive Batman game.

TAKE MY WIFE...

Batman may be ...of crime and seeker of justice, but no-one's safe on the streets any more, and a visit to Batman's ...his ...Batman has ...self-defence and ...himself ...with some slightly heavier weight ...kit. He starts the game with a ...Batarang gun, which fires ...edged Batarangs at his foes. ...this is highly useful for ...the world of your average ...thugs, the Joker's henchmen ...made of sterner stuff ...such Batarangs needs to take ...advantage of the many power-ups ...littered around the path to ...Joker's hideout. You see, ...Batman's new costume has a number of built-in weapons, each one ...firing batteries. When Batman ...picks up one of the power-ups hidden in the many crates lying around ...he is able to choose which weapon/power up next, although only one ...weapon is available at any one ...time. Batman's arsenal is as follows:

BATARANG: Standard batarang armament, although these ones are equipped with groovy heat seeking capabilities. A bit of a pain when they start homing in on bonus ...when there's an enemy on ...screen.

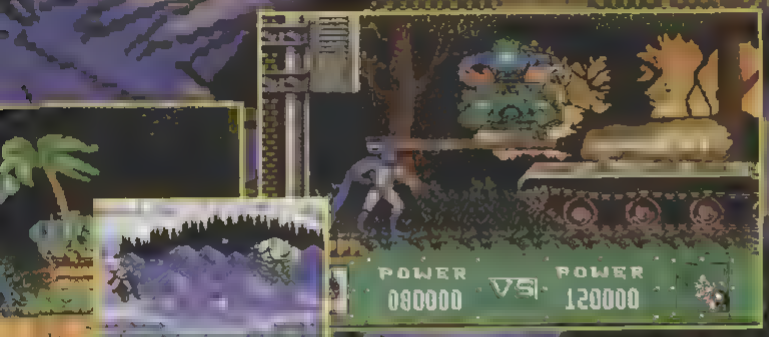
FLAMETHROWER: ...energy ...powerful weapon, ...destroying everything ...in one or two ...though the fire ...is very slow. ...the ...point ...

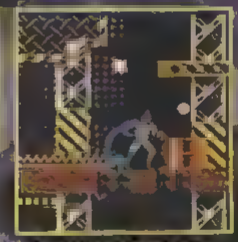
SONIC NEUTRALISER: Not a device for crippling hedgehogs (tee ho), but a really clever weapon that shoots two beams of Sonic Batarangs in a criss-cross pattern across the screen. Very fast fire ...not ...all that powerful.

SHIELD ZONE: ...

REVIEW

Batman
Revenge of the Joker





Hello everybody people! It's Davros, innit!

If only I could reach my Evil Fanny Captical! Grrr!

COMMENT

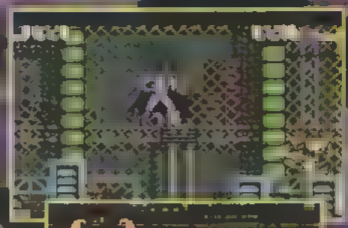
RAD

Sunsoft certainly scored well with their original Batman game, capturing as it did the Gothic feel of the film in the excellent early Megadrive platform game. Well, since then the Megadrive has been flooded with platform games, including another Batman effort, and this time Sunsoft don't have the big-name film licence to cash in on. However, although the odds are stacked firmly against Revenge of the Joker being worth mentioning, it's actually really good. The graphics are fantastic, very colourful and detailed, capturing the spirit of the comic the same way the first game captured the spirit o the film. The action is very varied indeed, switching between standard platform stages, jet-pack shoot 'em up stages, scrolling zeppelin chases and loads of other styles. The whole thing is worked together seamlessly, so there's none of the patchiness you may expect from such a varied title. Revenge of the Joker is also abso-blinking-lutely dead rock hard indeed. There's so much going on and so much to watch out for you can't relax for a second. It may be a conversion of an NES title, but ROJ is a splendid game.

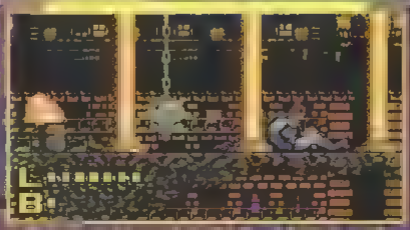
I JUST FLEW IN FROM CHICAGO...

Batman's defences aren't merely limited to guns and bombs, despite his mean arsenal this is deadly territory. His martial arts skills are still in good working order, and indeed, they make quite an appearance in Revenge of the Joker. With the single press of a button Batski executes a short-ranged but very powerful Ninja Kung Fu Chun Li donkey-style kick. Pressing the kick button in conjunction with UP on the joypad or the jump button whilst [illegible] performs an impressive flying kick for attitudinally-advantaged opponents. What's more, due to the fantastic anti-friction soles on Batman's boots he's also capable of [illegible] off enemies in fast walking kicks from a standing start! These moves are more powerful than the standard punch attacks but they do leave our hero more open to attack.

REVIEW



I WOULDN'T SAY MY WIFE'S FAT...



COMMENT

RICH

Cor, it's only March and I've already got a leading contender for Donkey of the Year — namely this game's playtester! Whoever come up with the idea for both a password system AND infinite continues should be shot immediately. The problem is that it effectively gives you infinite lives — meaning that you can spawn your way through the levels and note down the passwords — it's almost like cheating through the game. Eventually, you find yourself at the Joker Now, by this time, you've died so many times, you've collected masses of special power-up crystals, meaning that just a few taps of the A, B and C buttons is enough to finish the game. I cannot state in words how pathetic that is! It's a real shame because otherwise it's a great game, with some excellent, moody graphics, decent sound and addictive gameplay — quite ironic really, considering it's the addictiveness that exposes its incredible flaw.

PRESENTATION

90

GRAPHICS

92

SOUND

87

PLAYABILITY

89

LASTABILITY

58

OVERALL

68

Probably the best adaptation of Batman ever. It's a great game, unfortunately ruined by the inclusion of both a password feature AND infinite continues, meaning you can zoom through it with only a few sessions' play.

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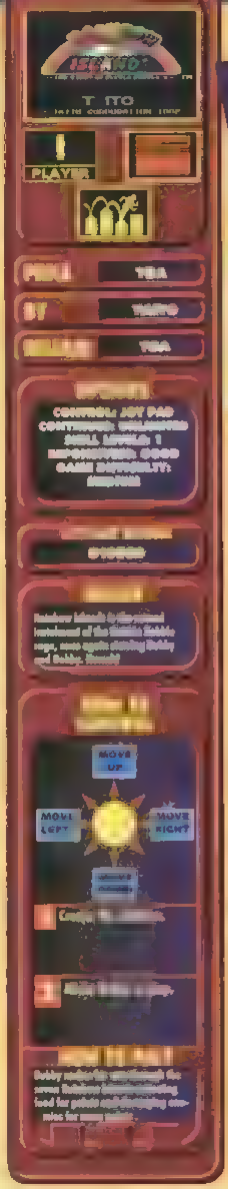
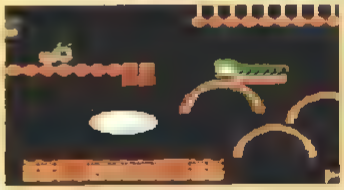


RAINB ISLAN

As Rod might tell you, having green hair makes life very miserable indeed. Some people just don't understand creative expression when they see it. Unfortunately for Bubby, the hero of Taito's new Rainbow Island s game, he was born with it — green hair that is. So this makes trips to places where his face is unfamiliar a tad difficult. None more so than in the Rainbow Islands, except for completely opposite reasons! Green hair is far too conservative for the Islands' crazy populous and so Bubby's current holiday to the place looks like turning into disaster, unless you help him out!

Blessed with the power of casting magical rainbows, an attribute that comes from being born with green hair, Bubby is fighting for his life in these Islands. Help Bubby struggle his way past the hoards of disapproving locals on seven mysterious islands, that make the Mardi Gras look like the House of Commons, take their booty and run! Taito's own conversion of their successful coin-op is slightly different from the original but the classic features are all still here. The platforms, the caterpillars, the vampires — the rainbows. So, get your Island hopping gear on and get to it!

▲ *Paint the whole world with a rainbow.*



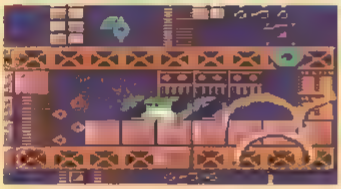
Check out Bub s curtain hair-do.

I CAN SLING A RAINBOW

Bubby is such an ineffensive little character. When sorting through the choice of weapons for use against the enemies in this game, Bubby cast aside the Uzi and the Ghurka knives in favour of rainbows. This isn't such a bad choice though, for what they lack in intimidating properties they make up for with versatility, proving as temporary bridges as well as possessing the obvious destructive capabilities. Enemies are disposed of by either trapping them beneath falling arches, knocking them out from below or lobbing a rainbow directly at their heads.

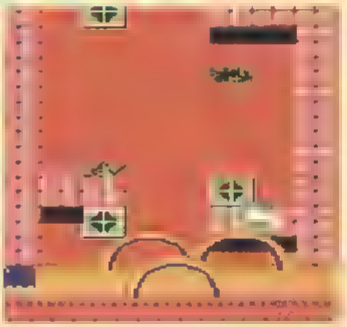
BOW NDS

Grab, grab the goodies you fool! Or something...

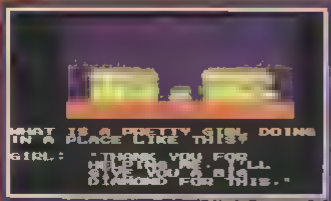


▲ Bub's forehead disappears suddenly...

▲ Bub's besieged by the evil worms of doom!



▲ The cannons shoot off. Beware!

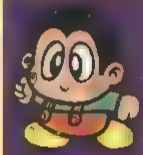


▲ FFOFOF JHUK HOPIO OPIOPHHLK OPK NBJHHBJBJ M M

GEMMY BUBBER

On the odd occasion a defeated enemy leaves behind a brightly coloured gem for Bubby's pleasure. They collect, as you might expect, the colours of the rainbow and, when lined up in the correct order, their initials spell ROYGBIV which, incidentally, means nothing at all. For this reason Taito have made each gem represent a different letter of the word RAINBOW which, by definition, means 'arch of prismatic colours in the sky'. Upon collecting all the letters the word NICE appears above Bubby's head and, after defeating the end of level baddy, Bubby meets up with a friend in a special bonus room. These bonus rooms have two chests from which Bubby may chose a prize or he has the option of a chat with his mate instead. The prizes are along the lines of permanent special items that improve Bubby's chances of survival. We suggest that you go for these because the conversations are pretty boring! However, in both situations Bubby is rewarded with one of seven huge gems. He needs to collect seven to successfully complete the game.

COMMENT

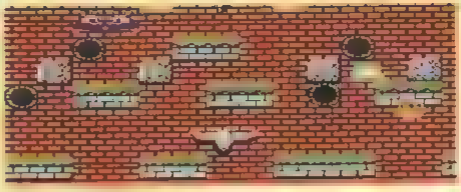


While the Master System translation of the game isn't an accurate conversion of the Rainbow Islands coin-op it still manages to retain all the features that make this game so great. The simplistic style of the graphics is quite deliberate and the main sprites contain much fluid animation and enough colour to make up for the limiting scenery. There are only three tunes that run throughout, which gets pretty annoying. The remixed version of the 'Over the Rainbow' theme tune really tests the nerves after about the tenth screen. Nevertheless, gameplay's where it's at and in this area there is nothing much wrong at all. My only problems with the game are that most of the bosses topple to only a few hits, posing no challenge at all and sometimes the collision detection is slightly dubious. However the rest is pure, classic platform fun and the strategy required in positioning the enemies for the correct coloured gems introduces a small puzzle element too. This is platform gaming late here, allowing the addition of many novel features that always keep things interesting. Fun, tension and playability hooked, I guarantee.

COMMENT

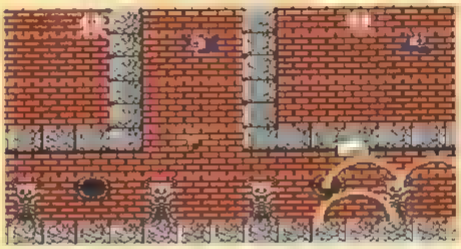
LUCY

Rainbow Islands was generally hailed as one of the best games on most home computers. Unfortunately, although this Master System conversion is excellent fun and extremely addictive, it doesn't quite reach the mark. The graphics are fairly clear and there's lots of variety both in backgrounds and gameplay but the sprites are quite small and there's a bit too much flicker involved for my liking. At first, I thought the difficulty setting was a little too easy but as you progress through the game it does get harder and harder and should present a challenge to the toughest gamers. To round up then, it's a jolly little game, accompanied by some pretty good sounds (for the Master System) and which will provide hours of entertainment for any platform freak.



▲ A tight situation for the small brown bit Bubby...

▼ Beware the bats of doom, Bubby, beware!



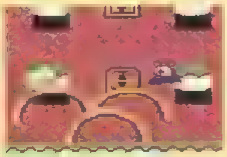
WOT NO GOLD?

Wiping out a screen full of cutesy types reaps a variety of different awards. Most often it's food, food and more food. However the various baddies are also known for dropping more precious stuff on occasion. The [illegible] him in the game are as follows:

[illegible] help him move faster and therefore [illegible] down after eating so much food.

[illegible] speed up a rainbow's growth.

[illegible] the red pots allow two rainbows for the price of one.



PRESENTATION 30

▲ Hopeless. The title screen consists of the Rainbow Islands logo and that's it! Even the intermission screen amounts to basic white text against a black background with only the game adding any amount of colour.

GRAPHICS 86

▲ Bubby and his actions are animated well. Everything is so [illegible] and sightly cute.
– Admittedly the backdrops are fairly [illegible] — and bland!

SOUND 42

▼ The same three tunes repeated over and over again to unbearably [illegible] after a short while.
▲ The limited repertoire is ably reproduced by the Master System — it's not completely awful!

PLAYABILITY 89

▲ Rainbow Islands gives an great as it gets. Skill is rewarded with huge bonuses but beginners also enjoy the game because of its immediate, easy-going appeal and ease of play.

DURABILITY 79

▲ Seven levels consisting of five stages each are to progressively harder than the last.
▼ The boss characters are far too easily defeated.

OVERALL 84

A brilliant conversion of the classic coin-op that retains most of its original [illegible] without [illegible] the Rainbow Islands [illegible] the best cutesy [illegible] seen for the Master System in recent months.

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WHA! I'M MELANIE - MELANIE GRUNTWYCH! I'VE JUST MOVED IN NEXT DOOR! YOU MUST BE TOBY
THAT NIGHT, TOBY DRIFTS OFF TO SLEEP, TEASED BY DREAMS OF HIS NEW FOUND LOVE...
MELANIE MELANIE GRUNTWYCH ... SUCH A BEAUTIFUL NAME OH TO FEEL YOUR WARM KISSES ETC ETC ETC
THE FOLLOWING DAY SPURRED ON BY PASSION AND LONGING, TOBY LETS HIS FEELINGS BE KNOWN
ER AH ER MELANIE'
YES TOBY?
WELL YOU ER WISH YOU GOOD LUCK WITH ME
YES TOBY!
HE SAID YES!
I'M IN LOVE!!
HARLIE BROOKER
BUT I CAN'T STAND VIDEO GAMES SO YOU'LL HAVE TO GET RID OF THAT STUPID MEGADRIVE THING IF YOU WANT TO BE MY BOYFRIEND
CLOSE THE DOOR ON YOUR WAY OUT GRUNTWYCH
SIGH! MY LOVE GONE FOREVER! MY LIFE HAS NO MEANING! I SHALL SIT ON THIS CHAIR FOREVER. MY ARM BROKEN AND...
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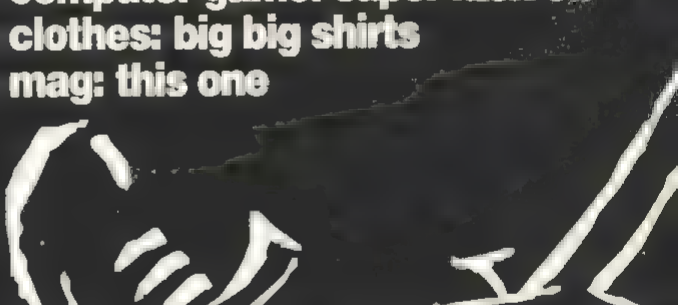
favourite sport: mountain biking
mission: to play the world's greatest games
hates: spiders and shakes (milk shakes)
favourite sounds: ugly kid joe
favourite computer game: super kick off
favourite clothes: big big shirts
favourite mag: this one



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win and there will also be a hundred consolation prizes.

Foremost people life is a bummer — except for those sickening all-american girls with their shiny white teeth and permanent rose-coloured glasses. But for the five bimbos in Night Trap a serious kick up the butt is well on the way when a slumber party turns into their worst nightmare...

The five females in question were wetting their pyjamas when they were invited to a slumber party at the estate of their new pal, Sarah Martin. However, on arrival at the sprawling mansion the general consensus of opinion was that Sarah's folks were "kinda weird" but since they disappeared shortly after the girls arrived, they decided not to worry about it — especially when they met Sarah's cousin, Kelly, to drool over.

However, the Martin home has been under observation by the SCAT (Sega Control Attack Team) since five of the youths disappeared without trace from that area. Hod they looked out the wine cellar the mystery would have been solved since the martins are in fact vampires with a penchant for bimbo blood — and now Sarah has got some particularly tasty specimens home for tea.

SCAT agents have searched the house and found state of the art surveillance cameras and clever interactive sections of the house. [illegible] are protected by a [illegible] access code. The agents have secretly spliced an override cable into the system allowing you as the internal SCAT operative to [illegible] yourself in the house and remotely control the cameras and trap units.

Your mission is to protect the girlies by trapping the [illegible], blood-sucking Oggoby — servants of the Martins — who are [illegible] the house, and [illegible] their evil plot by constantly [illegible] all the rooms and keeping your wits about you. [illegible] you'll need it!

Yet another trapdoor under the window next to the entrance to the bathroom and one of my faves — the cupboard moves out and pushes leeches onto the bed which in turn swings up and launches them into the wall

KITCHEN This trapdoor is in the floor next to the large dresser which drags the enemy down into oblivion then closes up again

REVIEW

ROOM WITH A VIEW

DIFFERENT DEATHS

All the traps have a built-in sensor which detects when something is within range. When the sensor bar moves into the red zone, immediately press B to capture the perpetrator. It's not possible to trap every single Ogger either because they don't go near a trap or they get wise when they see their mate wasted and purposely step round it. Each of the eight rooms has one or two traps, and to make things easier for you here's a list of where the traps are and what they do.

▲ Scorin' Me oppsps from behind cover!

Hall This is quite an elaborate affair just inside the back door which, once triggered, opens up one wall, while the wall opposite pushes the victim into the ensuing crevice.

LIVING ROOM The first trap is another trap door just in front of the settee while the second is triggered by the book case which swings out and traps the enemy behind.

COMMENT

Recent Mega-CD releases had lowered my expectations of the machine, but Night Trap has proved to be a stunning surprise. The exquisite presentation of the game more than earns it the label 'interactive' movie, as it has the appearance of a proper film yet offers a lot of interactive opportunities. I love the brilliant 'teen horror flick' atmosphere, created by some suitably cheesy dialogue and corny plot. This is all deliberate, as the actual directing of the scenes is well-accomplished, making the scenario both easy to follow, and convincing to play. The most impressive aspect of the game, however, is the programming which tags the sequences together. I was blown away by the illusion the game creates of all the events happening at once, in lots of different places. For instance, you can watch the girls arrive in the driveway, or go to the kitchen and hear Sarah announce their arrival from the lobby, or even watch Sarah see them arriving from the front door! This is aided by lightning fast disc access. Cleverly the game manages itself up to a climax that is confusing, exciting and challenging to deal with. Because the game follows a set pattern, it can be mapped quite quickly, but it's going to take a long time to trap every Ogger, and the game has some cunning ways of distracting you from vital events. This is a bit of a showpiece, rather than a serious game, but it's ace for parties, and people not normally turned on by video games will absolutely love it!

REVIEW

CHEERS!

It's a big thank you to [illegible] Software for lending us the [illegible] Thank-[illegible]. You can give them a buzz on 081 201 0535.

COMMENT

LUCY

Night Trap is certainly revolutionary in the console world. It's just so different to anything I've ever seen before and gives me hope that the Mega-CD won't be as sad as some of the games I've seen so far would seem to indicate. It's not a game that will appeal to everyone — there seems to be a big divide in the office, some love it (like me) and others think it's pointless and boring. But the way there's so much going on in different rooms at the same time and the way there are so many different outcomes depending on how successful you are demonstrates some magical programming and certainly keeps you busy. It can be enormously frustrating, especially when you think you're getting the hang of the situation then your commanding officer throws you off the case for not catching enough of the vermin. The only way to combat this, unless you have a photographic memory, is to write down the best route. This is definitely one of the best Mega-CD games I've seen yet and the sort that will appeal to all — definitely worth a look.

ACCESS DENIED

When your mission begins, the access code that allows you to operate the traps, is set at [illegible]. The cunning Martins can, and frequently do, change the code throughout the game to red, green, [illegible] orange or purple. There's no warning that it's changing unless you happen to be somewhere looking on the Martins in the right place at the right time. Change the code prevent[illegible]erwise Access Denied flashes up, the traps won't [illegible]open and you'll [illegible] a certain creek without a certain paddle.

Sorry luv, it's yer stepson's [illegible]ay job etc...

A bit weird, I just [illegible]ver heard

[illegible] you open that trapdoor.

BLOOD INTO WINE

ENTRY WAY One of the traps is set off on the stairs and involves the whole staircase turning into a slide and swallowing any poor unfortunate at the bottom. There's also a trap door by the window

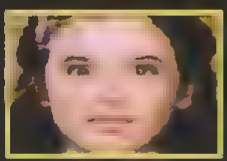
BATHROOM The wall next to the shower opens up and swings round to ensnare victims and there's another trap door a few feet away

▲ But I don't [illegible] on Suprise Suprise!

▼ Oooh baby do you know what that's worth?

UNDER SURVEILLANCE

and you're thrown on the case presumably to end your days issuing parking tickets.



Quite surprise another trapdoor by the top of the stairs and a groovy glass enclosure which drops down by the bedroom entrance and appears to spray those trapped with some noxious substance

There's a great one on the roof which catapults nasties through the air and into nearby bushes while another on the roof just drags the perpetrator off to its doom

PRESENTATION 93

▲ The update between the rooms is really fast. The intro sequences is stunning

▼ Listen to the tune for too long and it's yours ever because everything happens in real time.

GRAPHICS 92

▲ Smooth — the scenery is smooth and works really well. The trap sequences are really imaginative.

▼ It's not a full screen picture.

SOUND 94

▲ Absolutely perfect quality speech — you can hear every word so there's no problem understanding. The music also serves its purpose admirably.

PLAYABILITY 90

▲ Extremely playable, easy to control and very responsive. It certainly demands your attention all the time.

LASTABILITY 81

▲ There's a lot of [illegible] It's a very, very-able game so the end won't be too long in coming. Having to listen to the same dialogue again and again is very tedious.

OVERALL 89

Definitely the most advanced and innovative Mega-CD game seen yet. It's not everybody's cup of tea but if you enjoy a challenge and have good reflexes it'll make a great purchase.

REVIEW

1-4 PLAYERS

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: ONE
RESPONSIVENESS: V.GOOD
GAME DIFFICULTY: EASY/ MEDIUM

END OF LEVEL FIVE

TIN ADVE

▲ Ball-oogoo trip environment ahoy!

▲ Inter-Cartoon Intolerance Rank: 1996

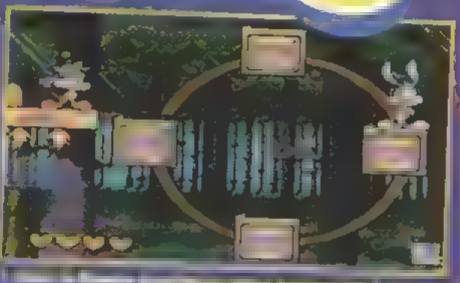
▲ Squish my bouncy ship mate, there! ▲

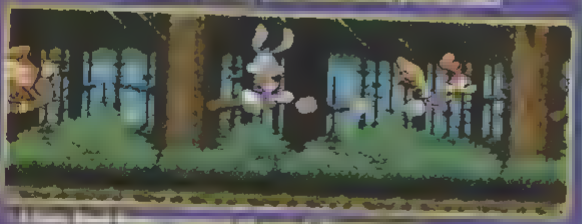
SUPER FLY GUYS

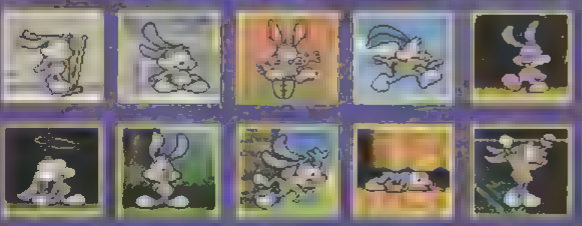
of 50 carrots.

REVIEW

TINY TOON ADVENTURES



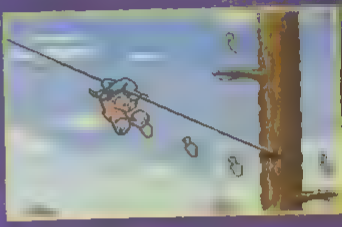




BUSTER 'BILITY

Rabbits are renowned for their, shall we say, 'nerve'. As young Buster is yet clueless regarding the reason behind his boundless energy, he wears it all off by running [illegible] for some death defying leaps. In tight situations Buster may crawl along the ground, he is also able to use [illegible]

Buster even stands still in an enthusiastic kind of way. Consequently Buster gets bored very easily. Leave him standing for too long and he pretends that he's fallen asleep — of all the cheek!

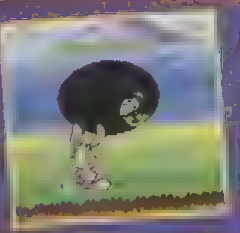


COMMENT

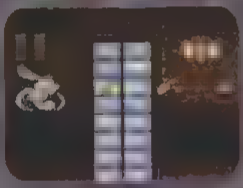
I cannot stress enough just how stunning this game is! There are so many aspects worthy of mention that there simply isn't enough room for my rambling here. The most obvious point of note is how Konami have managed to make the Megadrive's sound chip truly sing with each of the superb, swinging tunes in the game. Quite often the Megadrive suffers from sounds that are a bit rough around the edges, however the effects and melodies in Tiny Toon Adventures are very smooth and crystal clear. In fact it's worth it just to sit and listen through the sound test, the tunes are that good! Experienced platform addicts shouldn't expect the most incredible level of challenge from this cart, however this factor is balanced by the many secrets and bonus levels hidden throughout the game. Even then the islands are quite large and certainly worth playing through over and over again, if only to witness the superb animation and startling scenery in some of the levels. Grass wavers in the breeze, snow-capped trees are seen as shadows behind sheets of crystal. It's amazing! Yes, it's another platform game but its one of the finest available for the Megadrive with only the magic of Mickey Mouse's first game to rival it for pure taste value. If there is a fault then I suppose that the slide attack available to Buster hardly features at all — but that's it. Just like the cartoons on which it is based, Tiny Toon Adventures is fast paced, hilarious and impeccably presented. A real showcase piece of Megadrive software beyond a doubt.

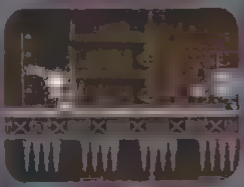
REVIEW

GO WHERE THE DOGS GO

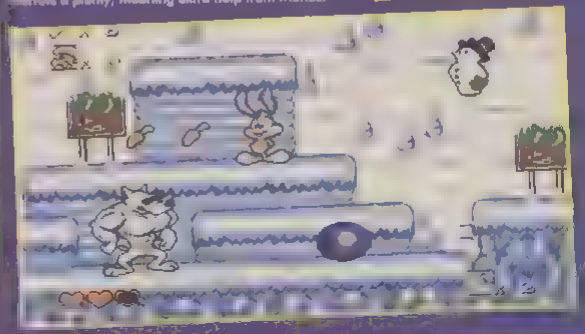


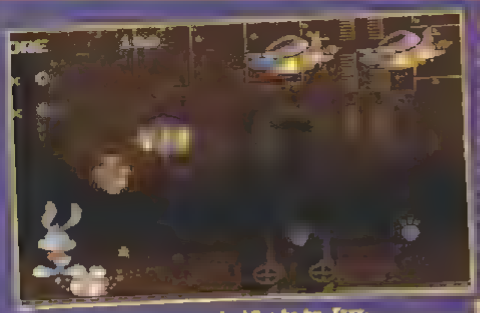
level, so keep an ear out for him!





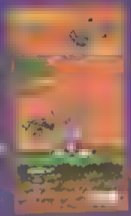
COME HARE, OVER THE RAINBOW



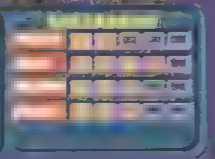


Hey, here's a hare-y situation! Too be too. Eeek.

POPPERS



EXTRA LIFE



PRESENTATION 93

Konami couldn't fit another scrap of presentation into here, there's just no more room. It's high class presentation from end to end and all down to screen.

GRAPHICS 95

Again, superb — but more so! The Megadrive's graphics glow under Konami's expertise, turning a trail of wonder and entertainment all the way to the end.

SOUND 95

Tiny Toon Adventures production music! The best example ever found from the Megadrive. The music is extremely entertaining and the spot effects are perfect.

PLAYABILITY 91

Instantly addictive, the control over Plucky is a joy. This is game play mastered at the top level.

▼ In just a shame that Buster's moves aren't exploited to the full.

LASTABILITY 84

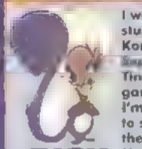
▲ The game offers much long lasting appeal due to the sheer quality.

▼ Limitless, multi-level and generally decent compared to how should you take advantage of them.

OVERALL 92

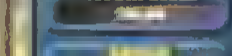
One of the best examples of the platform game on the Megadrive and certainly the finest example of the machine's abilities. Tiny Toons cannot fail to please!

COMMENT



RICH

I was stunned by Konami's Super NES Tiny Toons game, and I'm pleased to see that the Megadrive version (although a different game) is of a similarly exceptional quality. Paul's right about the sound — it's amazing! The tunes capture the fun and zest of the cartoon characters perfectly, and the sound effects match the game perfectly! Gameplay-wise, Tiny Toons bears a resemblance to the Nintendo Mario series, with its world map and variety of secret levels. I can't stress just how superb the game is to play. Konami have got the control mode just right — there's no screaming at the console because the game's unresponsive or anything, it's perfect! There's loads in the game too — the world map is vast and there are many devious levels to conquer. Tiny Toon Adventures had me glued to the Megadrive for ages! I'm really glad that Konami have brought their quality wares to the Megadrive. If this is one of their first attempts, I can't wait to see what other games they've got lined up for us.



SUNSET RIDERS

EXPRESS

Billy and Cormano were an okay team. It was true that Billy objected to Cormano's over indulgence in the barbecue beans – especially when they had to share a bivouac – and his under indulgence in washing. For he part, Cormano thought that Billy was an alright gringo despite his obsession with buying new spurs, and the fact he always asked him to put ointment on his saddle sores. But, all in all they were pretty tight (so-e? – Rich).

And as they rode into Brushvile County, they realised they might have to cash in that friendship for some rough times. There was plenty trouble around this joint, more than the normal saloon brawls and cattle rustling. Some seriously wanted men had rode in and were demanding high "tributes" from the townsfolk. Billy and Cormano thought they might just put them in their place, knowing there was some English tiff behind the whole set-up. Time to pay Sir Richard Rose a courtesy call. So lock up your southern ladies it's the Sunset Riders!

REVIEW

COMMENT

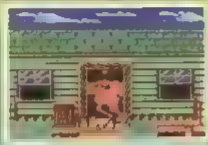
ONE HORSE TOWN

Cormano and Billy ride into the main street and straight into trouble. Buildings line the level and the heroes have the ability to leap from ground to first floor level vantage points. Watch out for snipers and these features:

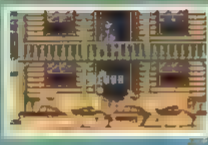
BARRELS

Some of your enemies are crouching under barrels. Shoot them and they'll fall on their heads.

Pop into one of the bars, and emerge with a senorita and a bonus. A quick kiss and you're off again, heartbreaker.



The cows are comin' home! Jump on their backs, or if you're daring slide under them. It really doesn't matter.



GRAVE RESERVATIONS

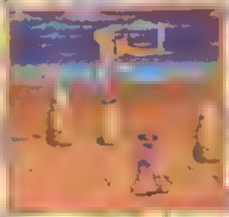
You, Indian and [illegible] Both levels take place [illegible] the last scalp of the [illegible]

LAT AS... ARROW

There are two types of bow men. The first shoot only arrows, the others have flaming tips that flame on after they land. Both, funnily enough, are deadly.

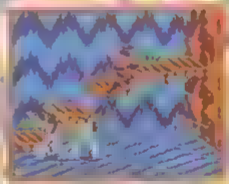
[illegible] YOU

When you come to the edge of the great pit, the wooden hoist is ready to take you down into the burial ground for a quick round of 'It's Your Funeral'.

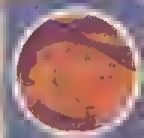


[illegible]

The rail is helpless beyond the waterfall as you take to the collapsing bridge. Get your galoshes on and wade the rest of the distance.



YOURSELF



Cowboys in pink capes? Surely that was not how the west was won!

REVIEW

COMBAT

I'd really been looking forward to these. Most Konami platformers, these days, are very dull indeed. Fortunately, at the moment, most I'm pretty impressed with this little beauty. Several distinct weapons, a [illegible] coin-op to emulate, and a game of tank on the megadrive. The graphics are great, well coloured and with some neat animation, loads of the levels have lots of little features, and things to aim for. The two-player mode is especially good, as the feeling of working together is there, and the duel option is a superb addition that gives more lasting interest than the main game. That's because it's too easy, unfortunately. With only four levels you'll have this licked in days. The other main gripe concerns the control. Too often I found myself shooting instead of jumping, or just not ducking. Firing is fine, but the movement control often lets you down. These two downers are unfortunate, since the game itself is highly enjoyable and action-packed. For what it is, it's pretty decent from Konami, but maybe not a rush-out-and-buy sort of a game.

GUNS

Gotcha at the moment.

BONUS BAG

Yes that old favourite. Quick guide to the bonuses to be hunted out of the wagon, or hastily by enemies bonus bags.

A big coin's worth $2000, a set all are £200.

Another gun, if you have a hand free to use it.

Bite this! Even more rapid firing virtuosity.

Pick it up for free entry into the wagon bonus game.

Ammo: use it well or clear off this, or pick it up and toss it at the no goods.

WAGON WHEEZE

I BEG YOUR PARDON

The final level winds through some beautiful country, before you knock on Sir Richard's back door, after a trip through his rose garden.

No point of bribing these with mince morse's as they're not very (ped gree) chummy. Just pull that trigger and say 'down Shep'.

Take a trip through the arboreal beauty but someone has placed statues in the path. Once you've grappled with the Venus di Milo you'll have to come to grips with Michelange o's David.(!)

ONE/TWO PLAYER

Sunset Riders is quite a two player blast for two reasons. Firstly you can take on the outlaws together using the option bank of credits. Secondly is an entirely new duel option where you, the Sheriff and Cormano go against each other in a friendly fire fight.

LONG TERM INTEREST

BREAKDOWN

PRESENTATION 89

A [illegible] two-player mayhem, but also one-player screens, and enough options for this type of game.

GRAPHICS 82

A final update, and a good range of animation. Good backdrop ideas.

▼Not as a great variety of styles between levels, and some areas, like the Indian mountain look quite bland.

SOUND 76

▲Lovely soundtrack and speech already shouty, keep the action bouncing along.

▼The composer couldn't quite decide between Morricone or Ogilvy, and some of the samples are muffled.

PLAYABILITY 87

▲Someone has to [illegible] this one, and loads of interesting, and different things to do on each level.

▼The gameplay is not too taxing. Some more bosses would have been welcome.

LASTABILITY 80

▲The duel option is really fun, and the handy difficulties should draw you back from time to time.

▼You will have seen all the game has to offer within the week.

OVERALL 84

A surprisingly good blast out of a lacklustre category, which should merit an inspection at least. Bodes well for future Konami games.

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REVIEW

1-4 PLAYERS

RENEGA

Sometimes standing up and fighting for what you believe in is seen as a virtue not a flaw in character. Don't take things lying down when you can stand up and take things into your own hands giving the world something it richly deserves! Know your enemy. Take the power back vest to town. However in this age where turning the other cheek is for pussies yet a sound knowledge of some ace fighting moves is regarded as cool for cats the situation is a mite confusing. Renegade the latest beat 'em up for the Master System aims to educate us in the benefits of this method of thought. The scenario states that once again the pavements are crawling with all the wrong kinds of people therefore requiring a fine upstanding person like yourself to do a spot of urban pacification vigilante style.

Most of the action takes place on the city streets but there are those who prefer to take the battle indoors crashing through the corridors and letting loose in the living rooms of NEVIL's motorbike drug barons pimps mass murderers gang leaders you know the type of thing. Renegade the arcade is notorious for its violent scenes of skull splitting action and shall we say expressive portrayal of unarmed combat. Most notably though is Renegade's blasé and dismissive attitude to the whole beat 'em up scene many of its arcade hold bored dirty move centric fist fest without a doubt. So with cotton swabs and TCP at the ready we present the Master System version of this depravity to you oh gentle readers.

ONE/TWO-PLAYER

Renegade is a one or two player game. The two player option is alternating not simultaneous arcadeay.

BLINKING FLIP

Too much excitement makes this particular renegade go completely crazy! Battling away for [illegible] of time seriously [illegible] ism and [illegible] renegade [illegible] comes immense [illegible] that usually [illegible] punch [illegible] head kill [illegible] kick and, [illegible] whilst [illegible] most [illegible]. Cor!

THE KILLING FLOOR

COMMENT

LUCY

Renegade is the sort of game which when first switched on makes you think you're in for a good ride (metaphorically speaking of course). But after a few minutes you realise that although it looks quite pretty graphically, that's about it. All the baddies on the individual levels are identical and can all be dispatched with in the same way — the flying kick. You can punch them, chuck them, knee them in the groin or bash them while they're down if you so wish, but what's the point when the flying kick is the only one that really works to any great effect? Naturally these factors all add up to a short, sharp trip to Dullsville. The motorcycle scene is a refreshing change but not enough to rescue this game from mediocrity. Renegade was an absolute winner on other 8-BIT machines in the long distant past and basically, this is where this Master System game looks like it belongs — in the past. If you're an absolute beat 'em up junkie this might appeal for a while since the difficulty setting is fairly challenging but otherwise I'd let it alone.

ADE

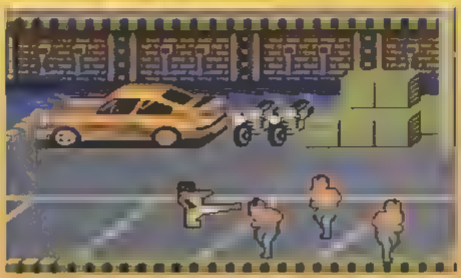
HOG HIJACK

Stage two takes place in the docks of a shady warehouse. The hero of the game is attacked by the usual group of knife-wielding nibblers and bare-knuckle brutes but things suddenly get worse in [illegible] action to the open seas and battles of balance with several [illegible].

COMMENT

PAUL

Renegade is striking when you consider the amount of moves on offer. Smacking the opposition when they're flat on their backs is very satisfying, as is chucking them about the screen and pulling them close in for the odd knee-bashing to the guts! Certainly this game has much of the ingredients necessary for a successful beat 'em up. Okay, so the graphics are basic looking and the music flat but I thought the gameplay held much promise. The motor-bike section doesn't feature in the original coin-op and so is a pleasant surprise, I hoped similar features might crop up later in the game but there were none, just more standard beat-em-up fare to stifle and deprave. Soon I realised that Renegade also fails because it is only necessary to use one manoeuvre, namely the flying kick, repeatedly in every situation. It all becomes boring very quickly, causing any challenge the game had on offer to fade into insignificance as foe after hapless foe falls to the renegade's flying feet. The only factor that adds any kind of urgency to these situations is the time limit, forcing the player to get stuck in rather than dodder about taking too much time. Consequently the defeat of every baddie that happens along is met with a shallow, seen-it-all-before feeling and Renegade is ultimately a big let down.



If you don't unclamp my car I'll kick up such a fuss, mate!

Get a whiff of this you great ugly bri[illegible]*e you!*

I want to eat your liver. Lie still while I remove it with you!

I....CAN'T....BREATHE.....!

When it comes to battling with the bosses bear in mind they like a good [illegible] at least, they [illegible]

73

An arcade style attract sequence raises the eyebrows.

Then you realise that it is 'Renegade' for the Master System and immediately switch off.

78

The main sprite features a lot of animation to encompass his wide range of moves. The motor-bike section is especially impressive.

Sadly there is nothing else worthy of note.

76

The sort of thing you might expect from [illegible] games.

Not all that bad.

Then again, you could and should have [illegible] better.

62

Innovative at first with plenty of moves to explore and lots of enemies to beat.

Really?

Once the flying kick is mastered, after about two seconds, Renegade [illegible] into dull city.

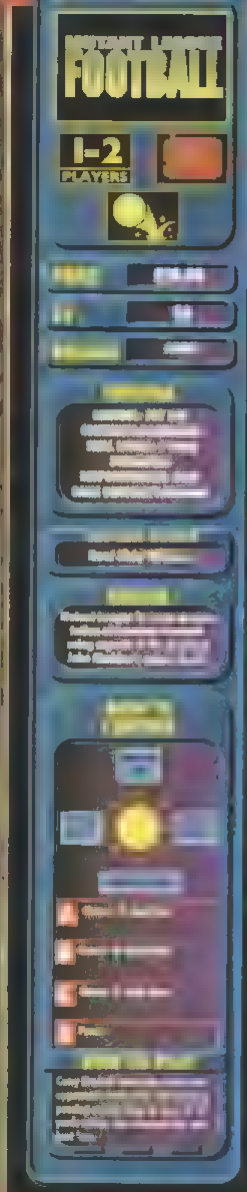
44

The game itself is quite small and the tedious nature of the repetitive moves [illegible]

Renegade meets with an early death.

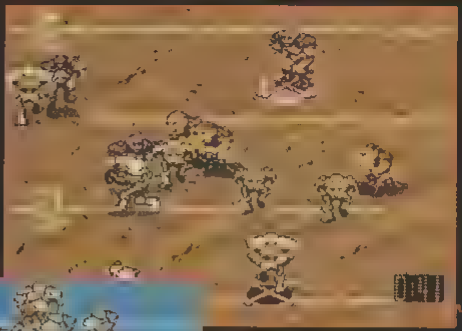
OVERALL 51

Although there are many moves available to the main character and there's a sequence to store for those expecting a straight forward coin-op conversion, Renegade is a poor-looking disappointment due to the unbecoming nature of the gameplay.

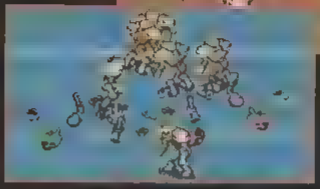


There are now three, not two things that may always be relied upon: death, taxes, and a new American Football game from EA. But this ain't John Madden's — forget your NFLs, FBIs and KLFs. This is futuresport American Football, a sort of cyberpunk playoff of the most grotesque teams in the spooni-

The conferences span galaxies, and the games are played on the most bizarre surfaces. Future eras also take a more liberal attitude towards the rules of the game, which is violent enough already. However, how would a present day QB react to a Semtex laden football? He'd go to pieces most probably. But such is an every-day occurrence is the stadia of the Mutant Leaguers.

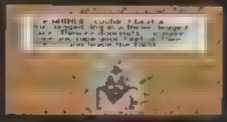


▲ *A game of Mutant League Football yesterday.*



◀ *Some bits of dismembered corpse*

MUTANT LEAG
FOOTBA



DOWN BOYS

Making allowances for complete novices, here is a quick tour of the game 'American Football':

There are two types of goals touchdowns or field goals. A touchdown is achieved when the an offence player, in possession crosses the backline of the defence's half. A fieldgoal is scored when the ball passes between the posts behind the defence's half. Touchdowns score six field goals score three

And th... P... Lower

PLAYS

To achieve movement, the possessors execute three types of play: running, passing or kicking. A running play is simply that, a dash with the ball for as long as possible. A passing play involves switching the ball carrier to break the defence. Lastly kicks are used to score goals or punt the ball right down the park in a final down. You, as coach, pick the plays from your formations.

FORMATIONS

The tactics screen shows all the formations available. Each formation sets up the team for a number of plays, all following the same theme. For example 'Shotgun' formation accesses a number of plays which aim to carry the ball over a long yardage quickly. 'Impact

REVIEW

COMMENT

RICH

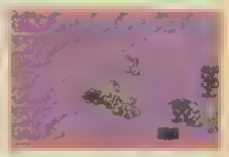
I really like Mutant League Football — I think the presentation and graphics are smart and it plays really well. The concept of having so many different alien races and surfaces gives the game plenty of variety — something I like to see in games. Mutant League Football does have its faults through. Principally, I think the main fault is that it plays so similarly to John Madden Football — even some of the formations and plays are the same. Also, sacking an opposing player seems to be far too easy — especially against a human player. In a two-player game, it seems to be an endless cycle of swapping possession, with very little in the way of touchdowns. If you haven't got any of the John Madden series of games, check this out. If you're after the greatest simulation of pure American Football, John Madden '92 still rules supreme.

NEW FEATURES

Mutant League is a bit of a twist on traditional American Football, with some 'wacky' new features to cream your stacks over like the following selection

SURFACES

In addition to boring old Turf the Mutant League plays on all sorts of bizarre pitches These range from rubber (wh ch makes everything bounce), to cratered moonscapes and thin ice Each affects the control of your players



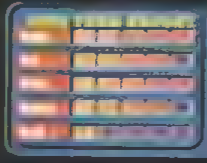
PITCHES

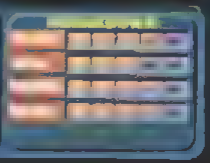
Different pitches have indig - nous hazards that cause player fatalities Firepits and m nes mean instant death and fal ing off the pitch or through a gap is also fatal

VIOLENCE LEVELS

The game is p ayed at one of five violence levels. The lowest of these is like normal footy, but the highest,Armageddon, witnesses players literally taking opponents to pieces

▼ *In-stant Re-play, I've got to have it etc.*





PRESENTATION 82

A confident package with slick and systematic presentation, excellent screens and decent game presentation

GRAPHICS 84

Large Mutant sprites, who indulge in some pretty cool looking combat. The pitches look good and the crowd and stadium

SOUND 77

Nice in game sound effects and tunes but not particularly from both ends

▼Best annoying 'Federal Player' announcer, this gets onto every EA game now. And the coach's voice? Bit quiet

PLAYABILITY 82

Lots of plays and good range of control over load dynamism. Easy to get into.

▼It's often frustrating trying to pull off a play with poor, disorientated team-mates

LASTABILITY 87

A wealth of depth created by all those factors

▼For owners of EA's superior Internet 'n' play might not seem a worthwhile

OVERALL 82

A solid footy game with some interesting frills, but suffers from some annoying play restrictions. Also, owners of John Madden Football might find the basic gameplay too familiar

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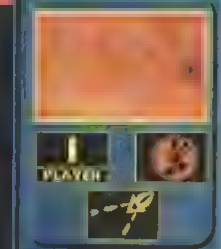


introduces himself as your co-pilot, coldly informing you that his last three accomplices have died under his navigation! Dedicated to

eyes of Solar City's commissioner 'Stenchler', the

zens. Failure in keeping the refugetor eradicator

on the beaches of Solar

Se grab that pog and away you go!

SEWER

THE RITES OF PASSAGES

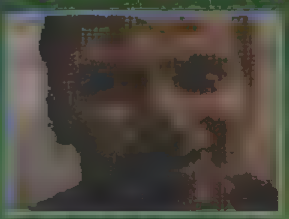
Mr Big has a business to run and could care less about his

A tunnel, much like the others.

RISE FROM YOUR GRAVE

For every shot fired and each target missed the sewer-hog's energy suffers. Failure to replace the hog's

to both the left and right of the beacons and a green light signifies just which side this is!

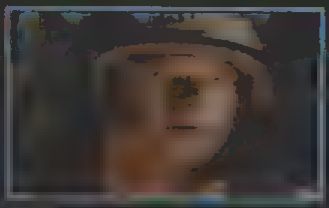


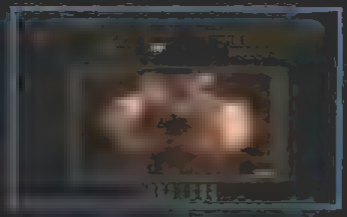
Never mind. His mother still loves him.

HOW TO PLAY

Pilot the Sewer

REVIEW





SHARK

TUNNEL TESTER

Each unit in the Sewer Shark team is assisted by a navigation droid. Ghost and your direction by 'Catfish' machine with an irritating American accent. This unit is unfortunately, indispensable as Catfish dictates the directions for the sewer hog to take if it is to avoid an

orm of points on a clock. For example the directions twelve, nine, three' apply to the directions up, left and

are indicated

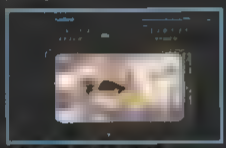
of the cockpit's display panel. So, when an arrow flashes green this indicates that a junction is approaching and changes to yellow when your craft is directly over the junction. A red arrow tells you that you have either taken the wrong turning or missed it altogether!

COMMENT

▲ Watch as each tiny pixel

▲ What an on-lighting experience for you.

REVIEW



COMMENT

I SMELL A WOSSNAME

PRESENTATION 87

GRAPHICS 86

SOUND 78

PLAYABILITY 83

LASTABILITY 81

OVERALL 82

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20,748

Krusty, the best-known [illegible] licensing empire [illegible] powers — the Simpsons.

Guide Krusty through the [illegible] beating the square [illegible] rat-catcher.

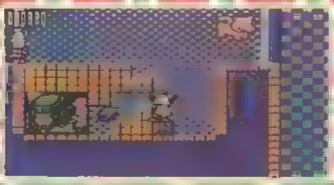
82 MM SEGA

KRUSTY'S FUN HOUSE

Everyone knows about the famous rat reproductive capabilities of rabbits but not many people know that the humble rat goes to it with just as much gusto if not more! These pesky critters churn them out like a sausage factory.

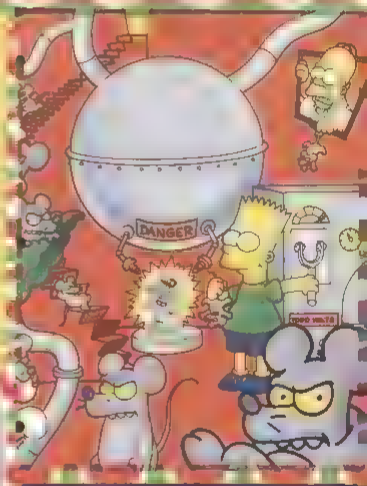
This little-known fact is something Krusty the Clown has discovered to his dismay as the randy rodents have chosen his fun house to transform into a rat-ridden maternity clinic with a baby rat dropping out faster than you can say Rat-O-K-I. The place is crowding with the little varmints and it's up to you as Krusty to work your way through the 50 plus rooms of his house of funny business rounding up all the rats and guiding them to their doom at the hands of a sinister henchman at the helm of the rodent-wasting Machine of Doom.

This task isn't as easy as it sounds since the rats are about as intelligent as Norman Lamont on a Wednesday. So by strategically placing blocks repairing broken pipes, wasting the ill assorted bunch of baddies the objective is to pave the way for a smooth passage to the great rat house in the sky.



A Pip! Pip, you plot!

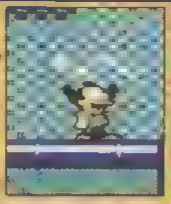
▼ He's got mice coming out of his bum!



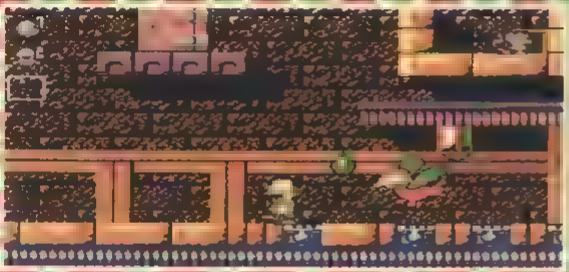
PIECES OF ATE

Deadly weapons aren't the only things stashed in the mysterious purple boxes — there are a whole heap of power ups to collect in the same manner. These include bags, burgers, drinks and a corkscrew type thingoli of which give you energy as well as crown shaped 1-UPs. Blue blocks scattered around are picked up by standing on them and pressing DOWN. These also act as a useful ladder for Krusty and the rats to reach inaccessible nooks or to block up broken pipes. Yellow blocks are kickable but cannot be destroyed. Lastly by standing on a blue block and pressing DOWN and jump simultaneously Krusty jumps much higher and he takes the block with him. There are also springs enabling him to jump higher still not for getting moveable blowers to blow the rats towards their goals.

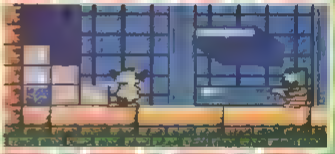
TEARS OF A CLOWN

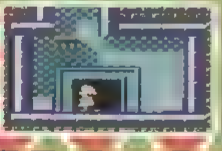


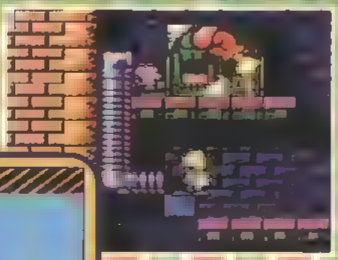
The cantankerous clown is constantly bombarded by the bullets fired by a variety of weird and wonderful enemies. He doesn't die for the first few hits but he gradually gets more and more worn down – eventually huffing and puffing enough to give Ivor the Engine a run for his money before finally kicking the bucket. To combat the onslaught of the vindictive scum Krusty is able to accumulate an arsenal comprising rock hard cannonballs or aptly, custard pies simply by placing a well-aimed kick at the purple boxes that litter his house. As well as putting the meanies out of action, notching up points in the process, he also uses the balls to bash down the walls that block hidden passageways.

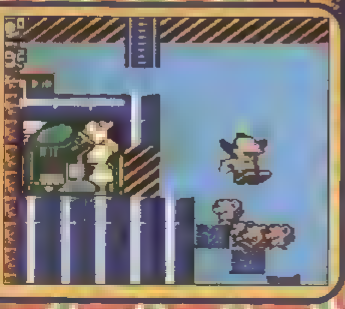


A Shaddap bald! I'm on the blower!





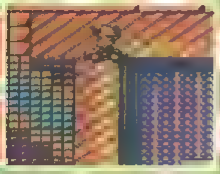


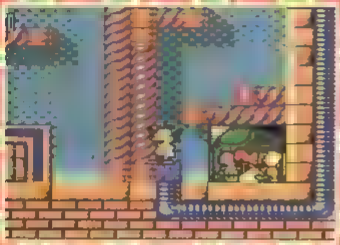


REVIEW

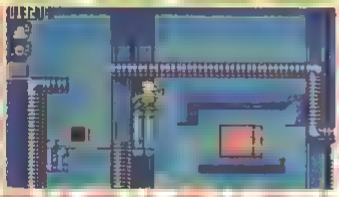
LUCY

Do my eyes deceive me? Can this really be an 8-bit game? Because looking at this wickedly fun puzzle-cum-platform romp you could swear it was the Megadrive version. This is an absolutely stonking conversion with excellent animation on the main Krusty sprite — especially when he falls, dies or gets impatient when you leave him standing too long. The way the rats are wasted in a variety of sick but hilarious ways is also wonderful. I suppose I have to object to the main theme of the game — cold-bloodedly murdering innocent rats with obvious relish is enough to get any animal lover screaming for the RSPCA. But for all that it's really good fun and completely addictive, if very frustrating at times — like when you have to get through a bonus room within an ultra-tough time limit or when the route between the rats and the death machine seems impossible to bridge. But if you possess a Master System and a keen brain, Krusty's Fun House is an essential purchase.



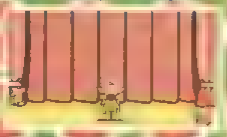


▲ Close your mouth, man!



◀ Krumble the Kubes Krusty...

▼Pssst, Krusty! Is that you?!



COMMENT

Krusty's is a bit of an unsung classic, so Master System owners should celebrate the fact that nothing is missing in this conversion. After browsing over the screen shots here it shouldn't need me to tell you that Krusty's on the 8-bit Sega machine is pretty amazing! What's more it plays and moves in exactly the sameway as its Megadrive predecessor. Incredibly, every feature is included right down to the crazy little Egyptian dance that Krusty performs should he wait in one place for too long. Gameplay-wise, the game is far less fussy than the other, similar puzzle types available and generally more entertaining as a result. Control over Krusty is perfect, making for an extremely playable platform/puzzle game minus the frustration. The music begins to grate after a while, however the same is true of both the Megadrive and Super NES versions. Some of the amusing sound effects are missing but the characteristic "Hi Kids!" still remains along with the "Whey Hey!" upon the completeion of each level. Master System owners could do with a bit of variety at the moment and there's no better character to fit the bill than Springfield's favourite clown!

PRESENTATION

▲ A nice introduction-sequence like most 8bit Sega games and attractive title screens.

91

GRAPHICS

▲ Absolutely superb! Some of your favourite characters from the Simpsons are here and they look and move just like they do in the Megadrive version. Some of the backdrops are a little bland but overall a great looking game.

93

SOUND

▲ The same standing tunes as the Megadrive version and good sound effects...

...but the Master System's limited sound capabilities mean it soon gets the tunes grind on your nerves after a while.

84

PLAYABILITY

▲ Puzzles galore in all shapes and sizes, all with a unique twist of challenge. It's fun, fun with a hugely addictive...

92

LASTABILITY

▲ Dozens of challenging levels which get tougher as the game goes on means that you'll have to be very good indeed if you're to see the end of it. Also, the password system's a great bonus.

91

OVERALL

91

An absolutely superb puzzle game which will soon have you hooked in hook, line and sinker and drag you back for more. Definitely worth the money.

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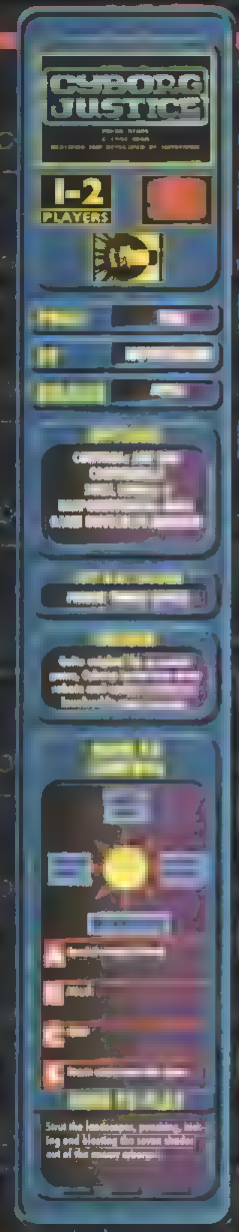


CYB JUS

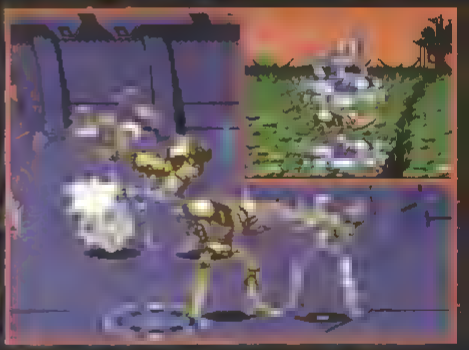
There you were, happily indulging in your pastime of space-craft flying, when, all of a sudden, the controls of your craft fused! Shtonk! Amazingly, you manage to find a suitable planet to land on. The problem is, you don't survive the crash — doh! Luckily, an alien entity finds your shattered body and implants your consciences into a cyborg frame. What's more, this alien scum decide to erase your memory!

However, the memory wipe doesn't go quite to plan, so you decide to use your new-found cybernetic powers to locate the alien entity and give it "some of that" (note: raise your fist threateningly Konrad-style, in conjunction with the last phrase for the full effect). The only problem is, to destroy the entity you're going to have to get through legions of enemy cyborgs!

So, it's best violence trousers on and time to punch, kick and shoot the cack out of every alien that moves!

RICH

I love Cyborg Justice — it's great! The graphics are astonishing. The level of detail on the sprites and the amazingly life-like animation (bested only by Flashback), make this a visually gorgeous game. There's a lot in it too! It takes you ages to master all of the weapons and the various moves. Just when you think you've mastered it all, you suddenly find yourself picking up your opponents and chucking them about, or yanking off your enemy's arms and making use of them yourself — brilliant! Cyborg Justice just gets better when another player decides to join in. The two-player action is great — the amount of fluid, high-speed action is simply unbelievable. If there is a fault with the game, it's down to the lack of backdrops and interaction with the scenery. Still, this is a miracle for a four megabit cartridge — I can only think of how good it would've been if a whole eight meg were available. Any road up, as it is,Cyborg Justice is a superb beat 'em up — get it!



▲ *After a hard day, the 'borgs enjoy a relaxing slipper bath.*

LEND US A HAND

A number of arm attachments are on offer to enhance your destructive capabilities. Here's the complete low-down.

NORMAL HAND: This pneumatically-powered arm has the ability to repeatedly hammer the opposing cyborg into submission.

CRUSHER HAND: This spinning, spiky ball causes some severe damage anything that gets in the way.

REVIEW

BORG

TICE

At the end of a stage bonus points are awarded according to your performance. Categories of excellence include fair play, technical and brutality. Fair play involves putting your opponent back together again after you've defeated it -- and fighting it again for a big bonus!

Plenty of punches including uppercuts and body blows) are available for your cyborg to use along with a variety of kicks. You can also stun your opponent and pull off his arms or even his torso. Armed with these pieces you can either chuck them at your next opponent or attach them to [illegible]. Excellent.

SAW HAND: Fancy some of your opponent's weaponry? Why not just cut it off with this "handy" piece of kit?

LAUNCH HAND: Cause masses of damage with this hand that literally blasts off and pummels the opposition!

LASER HAND: This attachment enables you to take out enemy cyborgs from a distance! Very useful indeed.

FIRE SPRAY HAND: A close range laser, this beam cuts through cyborgs like a hot knife through butter.

REVIEW

PRESENTATION

Apart from the fact that you're able to actively participate in the fighting, you can change the sidearm your robot has and even choose the torso you want to possess. To finish off your creation, simply add the legs! A number of different models are on offer, detailed further in this very review. To test your creation, enter the Test Room and test away! Your cyborg performs exactly as it does in the main

WHIRLPOOLS OF DOOM

During the level, you encounter strange whirlpools in the ground. These whistling atrocities give you to the spot, enabling enemy cyborgs to kick the crack out you! Even more damaging is being glued to the spot and being hit by a medium-size cruise missile!

LEGS AND GO

Change the legs of your cyborg and add a number of strange new attributes to its performance.

JOGGING LEGS: The basic standard legs for your machine, with a fair degree of speed at their disposal.

FLAMEBASE LEGS: Clear those massive chasms with ease using these enhanced legs. Very useful.

BIG BOOT LEGS: These aren't quite as speedy as the running legs, but offer more than

TANK LEGS: For that quick getaway, make use of this pair of legs that transform you into a speedy tank!

SOMERSAULT LEGS: Add a new move to your attack repertoire- a deadly spinning somersault!

SPIKED LEGS: A lot cooler than the jogging legs, this pair increases the damage caused by your knees. Ooh!

PAUL

Like Ecco, Cyborg Justice happens along with the same type of ground-breaking ingredients that have contributed to Ecco's enormous success. Though the title may suggest a predictable game based around some sad, platform roaming or side-scrolling journeying character the truth is refreshingly different. From a distance the game looks average, perhaps quite dull. However, after experiencing the high level of control over this cyborg, I am hopelessly hooked! Really! I mean, buy it first and read this later, it's that good! For those still in doubt let me tell you of the incredible animation and then of the superb feeling gained from successfully wrenching an opponent's arm from the socket and clobbering it smartly over the head. Though the backdrops may lack detail, they provide the right amount of atmosphere to what is, nevertheless, a visual feast! The Ecco team have also honoured their recently established reputation for quality soundtracks here. In place of the expected, often tacky themes usually on offer there is a succession of tasteful and relevant strains that compliment the action perfectly. Cyborg Justice is one high-class title that is currently without competition from anything remotely similar. The action found in Streets of Rage II even seems quite limited by comparison. Buy this as soon as is humanly possible!

PRESENTATION 90

GRAPHICS 96

SOUND 78

PLAYABILITY 92

LASTABILITY 87

OVERALL 90

COMPUTER COMPETITION

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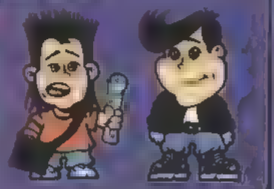


APRIL, 1991

...a gloomy month for the MEAN MACHINES team. Reeling from the release of the Super ... in Japan, the lads were a tad disappointed with Sega's output for the month. Only Ghouls 'n' ... on the Master System and Dick Tracy and ... on the Megadrive really cut the mustard.

...things were to come in 12 months time.

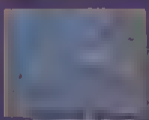
..."movie" on vid! Wow!

...Master System games, Impossible Mission ... Master System owners.

...that they wouldn't!

MACHINES

▲ The Megadrive.



▲ Lady in action.

▲ Cocky Shinobi!

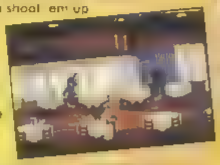
▲ Super Trail Girl

MACHINE: MEGADRIVE
BY: SEGA

As Big Dick it's your task to roam the city streets blasting and punching the cock out of the various hoods you come across in pursuit of the bizarrely monikered Big Boy.

WHAT WE SAID THEN

JAZ: If you're after a shoot 'em up that doesn't feature lasers and alien space ships, Dick Tracy is a must.
MATT. The difficulty level's fine, but my main criticism is that the game is still very easy.



WHAT WE SAY NOW

JAZ: It's quite fun and pretty [illegible] it does get dull after a while. [illegible] around 40% [illegible] 3% [illegible]
MATT: [illegible] while I did find it [illegible] it does have [illegible] Shinobi [illegible] it would score in the same [illegible]

The comic-coloured intro scenes provide information and help set the mood of the game.

The main sprite is wonderful (as are the backgrounds), but the enemies are rather wooden and jerky.

Sound effects are a little thin on the ground and the music's not too hot either.

This is fun to play and easy to get to grips with, and the password enables it to be.

There's a major problem here, as the gameplay remains the same throughout. Not one to keep you coming back!

A vast improvement over the Sega version, but some might find the gameplay a bit repetitive. Give Dick a go if you're a shooting fan.

Well-presented all round, with loads of options, a save game mode and multi-player tournaments.

The 3D graphics work brilliantly, and the golfer's animation is great.

Seeing your game in the groovy tune, or mellow out with the soothing effects.

Controlling your shots is simple, and the game is insanely playable.

Four 18-hole courses, championship options and a four player option keeps the interest alive for months to come.

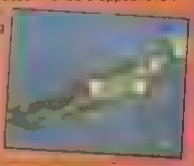
A superb sports simulation which will appeal massively to golf fans, and will even be enjoyed by those who normally wouldn't play this type of game.

PGA TOUR GOLF
MACHINE: MEGADRIVE
BY: EA

As you may have gathered, it's a golf sim but it was the greatest available by any stretch of the imagination until PGA Tour Golf came out last month!

WHAT WE SAID THEN

JAZ: Golf mightn't be everyone's cup of tea, but PGA Tour Golf is so well produced it should appeal even to those who'd normally never think about buying a golf game.
MATT. PGA Tour Golf may not look visually exciting, but for any golfing fan, or anyone who fancies something different, this is the one to get.



WHAT WE SAY NOW

JAZ: I think we greatly underrated this at the time. The control method is one of the greatest ever. Unique, and the game is simply superb. We should have given it the greatest award of ever, over the next two years I've played this more than any other. Absolutely loved. Impressive as it was, superseded by PGA II, which is even better.
RICH: I think we underrated it at the time, but it's still one right mean game. However, what is the point of having this when you can have the superior PGA Tour Golf II? Get that instead.

MATT WIGHT TRAINING BOXING

MACHINE: MASTER SYSTEM

BY: SEGA

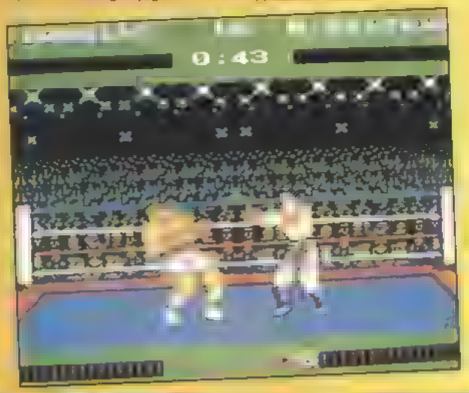
Boxing is boxing. Enter the ring and punch the living daylights out of the opposition. Hurrah.

WHAT WE SAID THEN

JAZ: Heavyweight Boxing is great fun for an hour or two, but it doesn't take too long before it becomes predictable and dull.

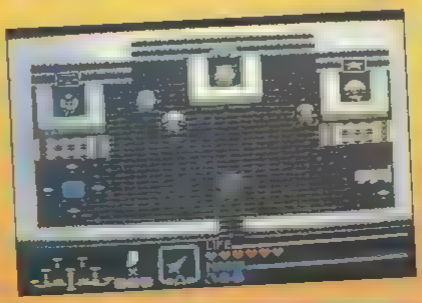
MATT: There are only five opponents to beat and the distinct lack of options seriously damages the game's long term prospects.

WHAT WE SAY NOW



KNOCK OUT BOXING
1-2 PLAYERS
Digitised pictures of Buster Douglas help to provide the sorely-needed atmosphere.
Excellent animation, with the pugilists reacting and fighting in a realistic fashion.
The sounds are pretty basic, with no music and a few spot effects.
Easy to get into and fun two-player mode.
But with next to no options and only five boxers, this doesn't hold your interest for any length of time.
A potentially brilliant boxing game ruined by the lack of long-term appeal and challenge.

PLAYERS
Pretty good. There are plenty of character portraits and a funny good intro.
Apart from the close-ups, the graphics are awful, with blocky sprites and monotonous backdrops.
Orchestral, working tunes approach any emotion of atmosphere remaining.
The adventuring aspect is unsparing, the gameplay tedious.
It's a huge game, but even the most die-hard role playing fans could get bored long before the end.
It's no sequel to Golden Axe - instead Golden Axe Warrior is an uninspiring and uninteresting role playing game.



GOLDEN AXE WARRIOR

MACHINE: MASTER SYSTEM

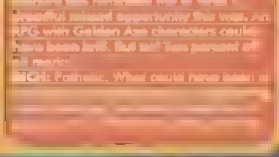
BY: SEGA

Sadness as well as a dodgy number one single by Enigma. Shoulder that be enemas. Jaz is also an adequate description for this retarded RPG masquerading under the Golden Axe name.

WHAT WE SAID THEN

JAZ: Don't be misled by the "Golden Axe" in the title of this game, because this has absolutely nothing in common with Golden Axe, the brilliant beat 'em up conversion.

MATT: With its mind numbing sound and tedious gameplay I find it hard to recommend this to any self-respecting Sega owner.


JAZ: Playing this shopping pile of RPG manure was nominated one of what I consider a beautiful missed opportunity this week. An RPG with Golden Axe characters could have been fun. But not this parcel of ill-conceived pants.
MATT: Pathetic. What could have been a

JOE MONTANA FOOTBALL

MACHINE: MEGADRIVE

BY: SEGA

It's a strange reality that such a disappointing game should spawn two sequels, but it did — presumably relying on the big Joe Montana name to sell such a tepid sports sim.

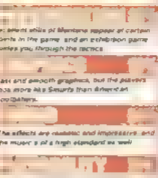
WHAT WE SAID THEN

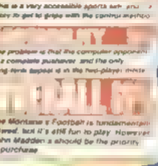
JAZ: If you haven't got any American Football game and want one buy John Madden's.

MATT: It's far more accessible than its rival so younger Megadrive owners might find it preferable to Madden's Rock on Rich.

JAZ: Wheel it back then Mike Ahmes down. Some things never change.

RICH: This is quite a jolly little game, but is massively overshadowed by cartridge titans whose component fit its sequels and the entire Madden catalogue of games. Log on here then watch nothing and it might be happier.





SUPER REAL BASKETBALL

MACHINE: MASTER SYSTEM

BY: TIERTEX

Super Real Basketball looks and indeed plays like just about every other basketball game released on the Megadrive. There's little more to add to that really.

WHAT WE SAID THEN

JAZ. Basketball fans are bound to thoroughly enjoy the action although I don't think it has that special ingredient which would make it totally appealing to a broader range of games players.

MATT: If you're a fan of the sport, this is a good buy, but whether it's worth the price is debatable.

RICH: This is as close as a game of dribble basketball you'll ever see. Well, but EA's [illegible] ending sense of basketball games.

GHOULS 'N GHOSTS

MACHINE: MEGADRIVE

BY: SEGA

Guide Sir Arthur through the many scrolling levels to [illegible] the denizens of Satan into decomposing piles of poo — we're not really in search of true love.

WHAT WE SAID THEN

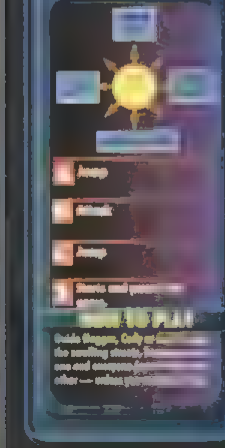
JAZ: It's in the playability stakes that Ghouls 'n ghosts scores highest.

MATT: The game's also really challenging — some of the levels have actually been expanded from the arcade counterpart.

WHAT WE SAY NOW

JAZ: Although it looks rubbish, this is still a very playable and enjoyable game. Perhaps if [illegible] off the [illegible] the marks are spot-on.

RICH: The [illegible] increases [illegible] happy [illegible] version, well worth getting hold of.



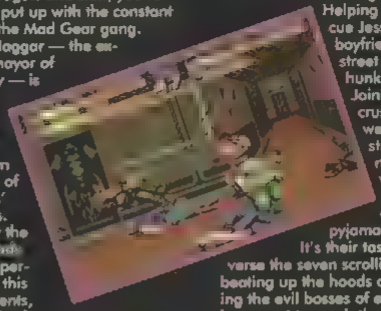
Life's tough when you're the mayor of Metro City. If it isn't coping with the many social problems and working out budgets and stuff, you're having to put up with the constant bribes of the Mad Gear gang.

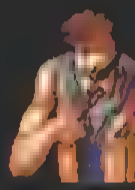
Mike Haggar — the ex-wrestler mayor of Metro City — is having none of this rubbish and turns down every one of the hoods' evil bribes. Obviously the criminal lads are a tad perturbed by this turn of events, and in a fit of vengeance, kidnap Haggar's daughter Jessica and parade her scantily-clad form on national television!

Haggar decides that enough's enough and chooses to take to the streets, using his wrestling skills to subdue any Mad Gear hoods who cross his horizontally scrolling path.

Helping him rescue Jessica is her boyfriend, the street fighter hunk, Cody. Joining the crusade as well is Guy, a streetwise ninja-type who enjoys wearing orange pyjamas in public.

It's their task to traverse the seven scrolling levels, beating up the hoods and defeating the evil bosses of each area, in a quest to reach the Mad Gear leader — Belgari! Only by defeating him in combat can Haggar reclaim his daughter and save the day (maybe even the whole week if he's lucky).

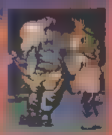




CHARACTER STUDY

CODY

SPEED: 2
POWER: 2
TECHNIQUE: 2



REVIEW

COMMENT

RICH

Previously, to play a decent version of Final Fight, I've had to play the Super NES version, which was good, but lacked many of the features of the arcade original. No more! The Mega-CD game is far superior and actually slightly better than the coin-op. Gameplay-wise, it's exactly the same, but the fab soundtracks have been greatly improved over the coin-op's. Everything that made the coin-op so utterly skillful has been faithfully reproduced — from the addictive fist action to the amazingly detailed backdrops. All of the crunching digitised sound effects and sampled screams have been included too, making for a chillingly realistic beat 'em up experience. This game has action oozing from every pore — whilst the Super NES version was limited to three baddies on-screen, the Mega-CD version is packed to the brim with Frankly I'm stunned by the sheer quality of this game — it knocks the spots off Streets of Rage II and is an essential purchase for all Mega-CD owners! Make sure you buy this!

HAGGAR

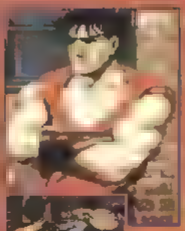
Champion wrestler and master of the deadly piledriver. His antics are admired the world over, particularly by a certain Russian wrestler named Zangief...

SPEED: 1
POWER: 3
TECHNIQUE: 1

GUY

Jessica's ninja friend who bears a secret crush on the abducted teenage temptress. Wearer of the sacred Orange Pyjamas of Doom.

SPEED: 3
POWER: 1
TECHNIQUE: 3



REVIEW

LEVEL ONE: THE SLUMS

LEVEL TWO: THE SUBWAY

LEVEL THREE: WEST SIDE

LEVEL FOUR: INDUSTRIAL AREA

COMMENT

PAUL

Whey hey! Yahoo! At last! Final Fight on the Mega-CD is incredible. The definitive beat 'em up has all the features of Capcom's classic coin-op which means that all three characters are here in the best simultaneous two-player fighting action on any machine — apart from Street Fighter II, of course! Even on EASY difficulty setting this conversion is mightily challenging, the screen resembling the London Underground at rush hour — it's just so packed with sprites for the killing! As is expected from a CD, the sound tracks are slick and groovy renditions of the arcade originals — in fact they're better! Likewise the sound effects come blasting from the speakers with fantastically sickening, over-the-top duplications of fist against bone and knife into arm! It's just excellent to hear Hagar as he roars into the next punishing piledriver or Guy scream into another damaging, flying kick and then the cries and screams of all those on the receiving end! Due to the virtually limitless memory of the Mega-CD the representation of each three characters is both detailed and smoothly animated. Even Cody looks pretty good in this conversion. Final Fight is the best scrolling beat 'em up ever! It makes the Streets of Rage games look very poor indeed with respect to the comparitive intelligence of the enemy sprites and the associated pleasure of 'doing away' with them. There's really nothing else to say, and with Street Fighter II loitering with menacing intent just a few months away (hopefully — Rich) !

LEVEL FIVE: BAY AREA

LOOK AT MY WEAPON

EXTRA! EXTRA!

Final Fight CD gives one or two players the chance to hone their combat skills in a special bonus game

LEVEL SIX: UPTOWN

The richer, East Side of Metro City is the more respectable end of the city however by this time, the Mad Gears have got wind of the heroes intent on and have drafted in their greatest players to take care of them. Can they reach the imprisoned Jess and

▲ Final play as Barry stuffs a lemon into Cody's mouth when he least expects it!

Basically you're on a suspension bridge with 60 seconds on the clock. Mad Gear meanies swarm on and it's your job to clobber them senseless. This special round never appeared in either the arcade or the Super NES versions of the game and is a great bonus to the game

PRESENTATION 92

GRAPHICS 94

SOUND 94

PLAYABILITY 96

LASTABILITY 94

OVERALL 95

Here ends Streets of Rage 2, Final Fight CD rules the ultimate conversion for any Sega machine. Just like before, the addition of

There's something distinctly unsavoury about spots. A big, pus-ridden, unsightly zits oozing out of your face, back or buttocks are something I could never imagine being made to look attractive but somehow Virgin has managed it with the hero of their new Megadrive release — Cool Spot.

Spot's the dude of the hour with his glowing red body and greasy stinging asses. He's the kind of acne that'd cover your whole face given half a chance but he hasn't the time for such dallying because his friends — Spot, Spot, Spot, Spot, Spot, Spot, Spot, Spot, Spot, Spot and Spot are in deep trouble and he's the only one who can save them.

For years Spot's arch enemy Wicked Willy Will has been trying to capture a real live Spot to prove to the world that they really do exist (though why a Willy would want to catch spots, haven't a clue — most people have to get Pencillin to get rid of them).

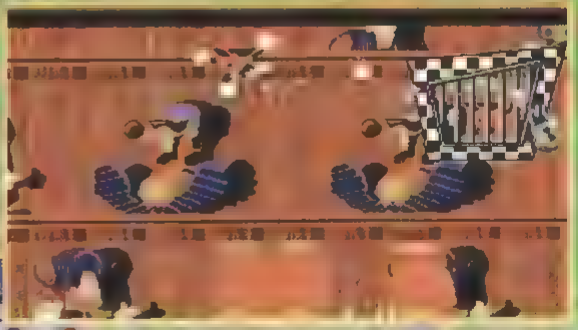
To achieve his wily ways Willy has set cunning Spot trap cages in all the places where a Spot might be lurking with amazing results — every cage has caught a Spot apart from our hero who has to now jump through 11 platform levels blasting baddies like crabs, sea fish and assorted insects with bubbles (although it's not bubbles that spots usually emit) and freeing his chums.

Our sneak peek at the squeezable one has revealed some of the 250 excellent Spot animations this guy is Cool with a capital C. The backgrounds look pretty spiffy as well as you wander through the Beach Front, Pier Pressure and Off The Wall and seven spot size worlds from the beach to the toy store. For the full review tune into a future issue of this unbeatable organ.

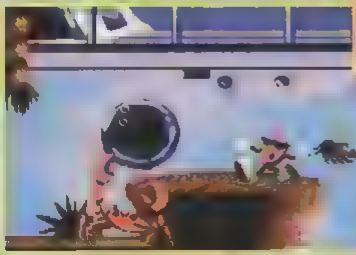
Spawn of the Devil's trumpet! A miniature Zeppelin.

COOL

At last! The lost shades of Atlantis.



Cool Spot and his pet wasp, Keith.



PREVIEW

you Hermit Crab! It was YOU who stole my [illegible]

SPOT

Cheating in class eh? C'mon split it out.

A Cool Spot is on-air yesterday.

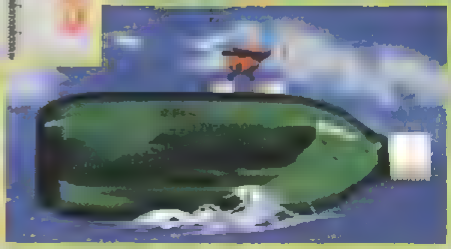
Just back off Spotty-lad or the kid gets it.

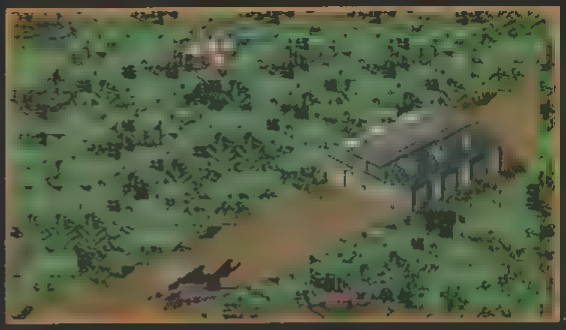
BY: VIRGIN

PLAYER: 1

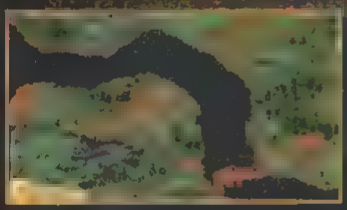
PRICE: £39.99

RELEASE: MAY

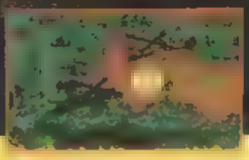


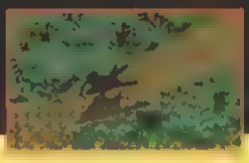


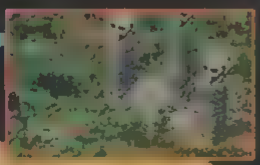
JUNGLE STRI



▲ Control a Stealth Fighter!







Here it is — the complete preview on Electronic Arts' most stunning game of the summer — Jungle Strike! Rich and Lucy recently visited EA Central and saw a great deal of the 16-meg game in action. Hurrah!

Basically, the plot involves the evil General Kilbaba of Desert Strike — or rather his son! Yes indeed, for this murderous offspring has clubbed together with some South American drug lords and now they're marching their evil forces towards the United States! In fact, by the time the game starts, tonks have rolled into Washington, and they're threatening to blow up all of the historic monuments in acts of unbridled terrorism! It's down to you in your Comanche chopper to take on the General's son and his murderous minions.

Desert Strike had four major campaigns — Jungle Strike has a massive nine! What's more, unlike its predecessor with its samey backdrops, the sequel has a vast variety of different scenery. There's the greenery of Washington, mountain-top ice levels, some brilliant jungle scenes (of course) and loads more besides! Fab eh?

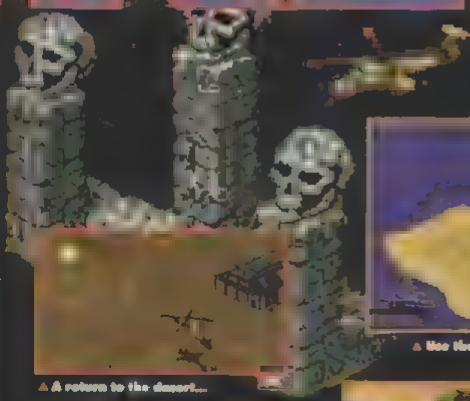
d in fact, the screen updates at twice the speed of the original! The sound has been upgraded for the sequel too all-new digitised samples have been incorporated into the game to add to the realism.

What else can we say? We only spent a couple of hours looking at a pre-production version of Jungle Strike and already we've been taken aback by th unbridled levels of excellence! Smart eh? Well look out for the complete ew to this smart game really soon!

PREVIEW

▲ A power station, cunningly hidden.

▲ Attacking an arctic base in your chopper.



▲ A return to the desert...

▲ Use the winch to pick up supplies.

▲ Loads of scenarios abound here.

▲ The Commando goes on the attack.

▲ The Jungle Strike hovercraft in action.

PREVIEW

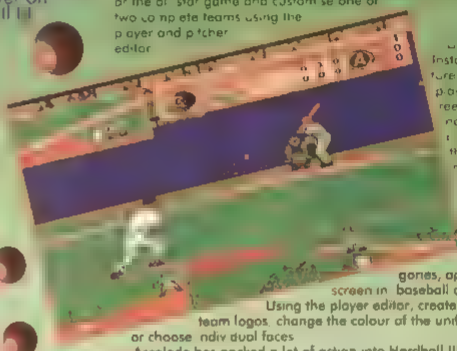
HARD BALL III

Okay, hands up those who've heard of Al Michaels. My god, the silence is deafening. But apparently this chappie is an very big cheese indeed on the American baseball circuits and Accolade were well chuffed to get him to do the voice over on their new Megadrive experience — Hardball III.

▲ *"Well, there goes the ball then. Yes."*

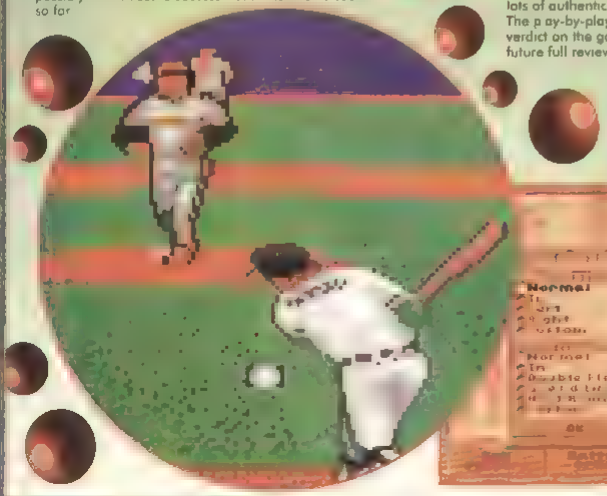
Although to most Brits baseball is about as exciting as a case of piles, to the yanks it's big business and in this one- or two-player game, Accolade have done their best to recreate the game as accurately as possibly — with some success from what we've seen so far.

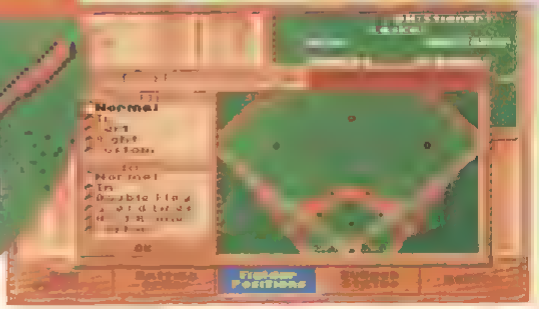
The options are endless — compete in exhibition games, a complete 162 game season including an all star game, play offs and championship games. Save an individual game, a season in progress or the all star game and customise one or two complete teams using the player and pitcher editor.



Use the VCR like Instant Replay feature to save key plays to a highlight reel for later viewing, track upcoming games via the month by month on-screen calendar and the availability of over 25 different statistical categories, appearing on-screen in 'baseball card' format. Using the player editor, create customised team logos, change the colour of the uniforms and caps, or choose individual faces.

Accolade has packed a lot of action into Hardball III, and included lots of authentic features of major league parks such as foul territories. The play-by-play commentary by Al Michaels is excellent but as for the verdict on the gameplay and everything else you'll have to wait for the future full review in MEAN MACHINES SEGA.





BY: ACCOLADE

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PREVIEW

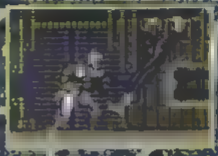
Sega's policy of converting all the major Marvel Comics characters on to the Megadrive proceeds apace with The X-Men. Based on the biggest-selling comic of all-time, this game looks like being hot!

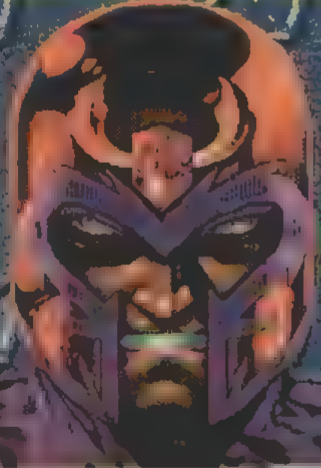
The basic idea is that the mutants' arch-enemy, Magneto has seized control of a high-power satellite and is beaming disruptive signals to the X-Men Danger Room — a high-tech room that uses machinery and holograms to simulate dangerous situations. In this room, the X-Men hone their skills in their battle against evil super-powered beings.

What this all boils down to is level upon level of scrolling platform action, with you (and a mate in two-player mode) daring to defeat the various holograms of X-enemies (including the dreaded Juggernaut and Apocalypse!) that Magneto has created.

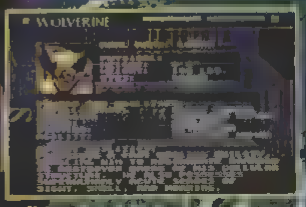
We've had a few hours concentrated play on The X-Men and can report that it is extremely tough — even in the amateur mode! Comic fans should be delighted with this game as it adheres quite closely to the original stories as well. It's due to be released in May, so look out for the definitive review next month!

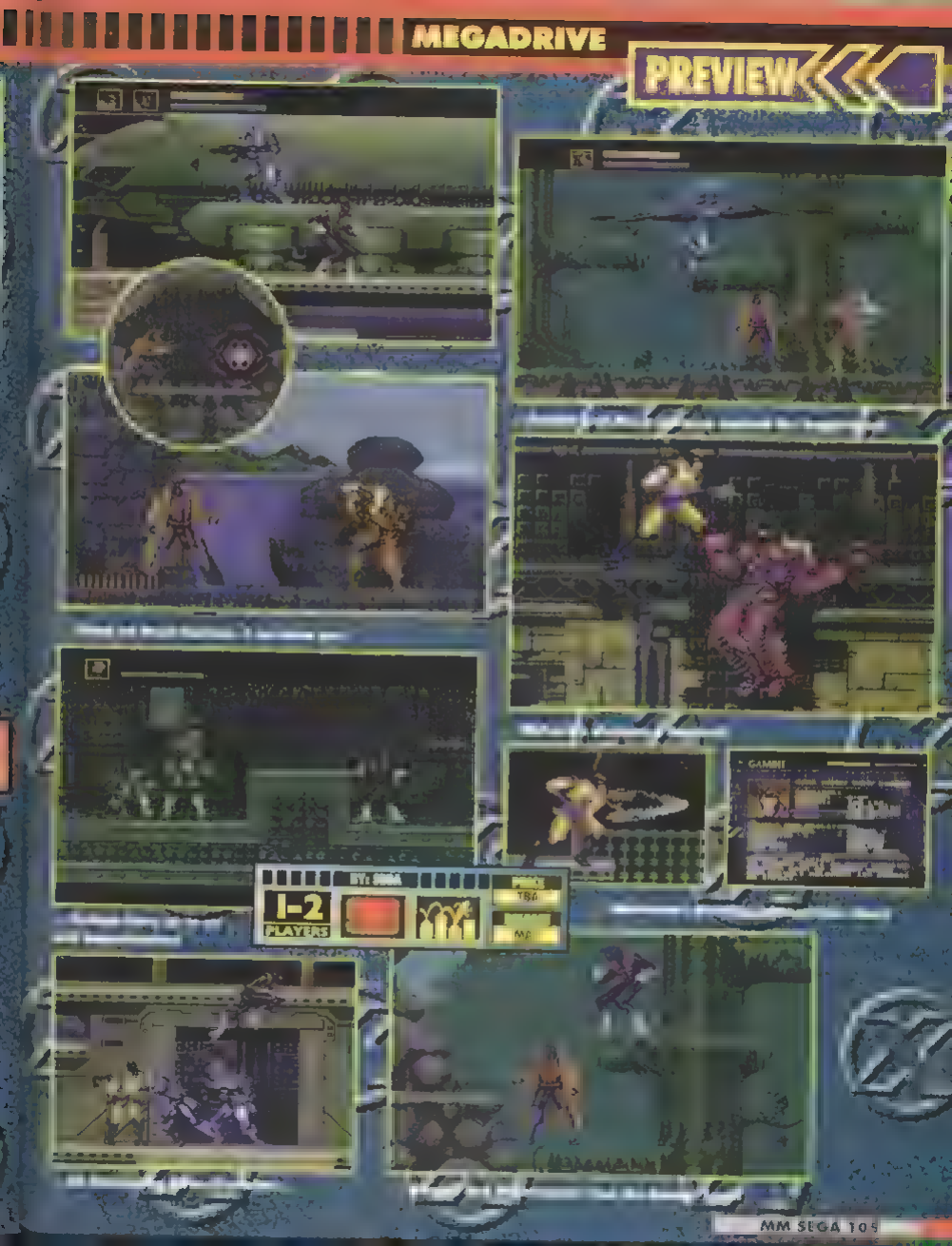
The X-Men in their fancy dress





X-MEN




1-2
PLAYERS

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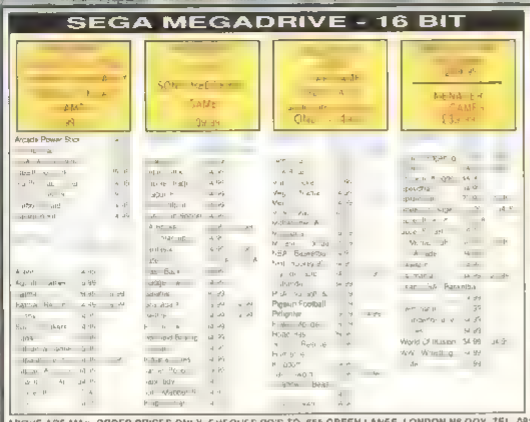

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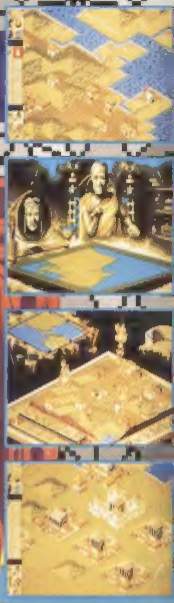

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